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No. 13 DECEMBER 1993
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COMMODORE FORCE

ISSUE 13

DECEMBER 1993

FULL

RAVE REVIEW

Touchdown score a touchdown with the niftiest sports sim' on the market.

WORLD CLASS RUGBY



REGULARS!

6 WHAT'S HAPPENING?

News — what's that? Lucky there's the charts to fill up a bit of space, eh!

24 MANGRAM'S MAILBAG

Who gives a damn what you think? Not Lloyd, that's for sure.

16

THE MIGHTY BRIAN

30

The speccy git aids a few more troubled techies.

THE GAMES GURU

32

So that's how you do that. Well I never...

34 NEXT MONTH

34

Bumper feature on some astounding bits 'n' bobs coming your way at a great rate of knots.

48 THE TIPSTER

48

The tips section to end them all! Eight whole pages packed with cheats for every occasion.

FEATURES!

18 READERS TOP 100

The best C64 games ever, as voted by you — but only if you bothered to fill in and send Issue Ten's survey, mind.



46

DIARY OF A GAME

Jon Wells with more on his two new babies. I wonder if he's got his parallax sorted out yet?

BACK TO THE FEATURE

36

A new decade and the Commodore scene's as ripe and billowing as ever.



57

READERS' AWARDS

Your chance to voice opinions on the best worst and most froddy C64 releases of the year.

FORCE

62 BASH THE BARBARIAN

First he beat up Conan, then he got off with Red Sonia and he didn't even make a map. Carambu!

64 FORCEFIELD PLAZA

Mail order madness. Cheap rates for all manner of C64 goodies.

REEL ACTION

Down on the farm poor old Buttercup the cow is unhappy — her udders are swelling out of control and she fears they may explode. Meanwhile Mary the milk-maid's just got the new CF and is locked in her garret playing those natty covergames, and who can blame her? KERFLOOP! 'Oh oh,' cried Mary, 'there goes Buttercup.'



DRILLER

Save the planet in stunning 3D. The first game incorporating Freescape and a 96% to boot.



SUPER HANG-ON

Vroom, vroom. It's time to burn some rubber...



EASY LIVES

The Tipster here, now listen — I handle the cheats in this mag and that John Wells is taking a blinkin' liberty...



SUPERSPRINT

...although, should you prefer to do so from a more top-down perspective, Supersprint more than provides...

REVIEW INDEX!

BOX 20

Twenty Sci-fi games in one pack from Prism.

44

PROJECT STEALTH FIGHTER

Supreme simulation from Microprose now on budget.

42

WORLD CLASS RUGBY

Rugby made fun — wow!

16

COMMODORE FORCE

COMMODORE FORCE (incorporating ZZAP!64) is Britain's biggest C64 mag - created by: Impact Magazines(UK) Ltd, Ludlow, Shropshire SY8 1JW

WORLD'S BEST EDITORIAL

EDITOR James 'Are you sure?' Price

EDITORIAL ASSISTANT Abby Kiss Chase' Ward

STAFF WRITERS Miles 'Are you pants?' Guttery

CONTRIBUTOR Chris 'I'm not bad, me!' Hayward

Lloyd 'Am I?' Mangan

SUPERLATIVE DESIGN

SENIOR DESIGNER Clare 'Have you...?' Kendrick

ADDITIONAL DESIGN Mark 'Will you...?' Kendrick

ARTIST Carli 'Bubble bubble tweet' Rowley

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SCANNING Michael 'Car' Parkinson

PRODUCTION EDITOR Jackie 'No you can't' Morris

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ARTIST Carli 'Bubble bubble tweet' Rowley

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ADVERTISING PRODUCTION and you'll be on Yes Sir

REMEMBER that, say' Bullen

Jackie 'No you can't' Morris

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EDITORIAL DIRECTOR Eddie 'Grande Master' Kendrick

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impact
MAGAZINES

WHAT'S HAPPENING

Before you read any further, turn to the centre pages. Got that? Intrigued? Yup, our next issue is set to be something special... but you'll have to wait to find out why. But hey — you're hardly short changed this month either, what with our two fast-paced racers and the innovative Driller. We've also got the much-awaited Readers' Top 100 and a bumper eight pages packed with the best tips this side of tipsville... and, of course, all your other favourite regulars. Heard of a machine called the Mega CD? Did you know that the C64 — in terms of software sales — is currently 1.6% ahead of Sega's expensive Megadrive add-on? It's true, you know. Did you also know that the C64 is also ahead — again, in software sales — of the Atari ST, Spectrum, Apple Macintosh and Amstrad, among others? But how long will it be until the C64 *really* begins to tumble? Who cares! I certainly don't. You see, what I do with C64s is smash them with a mallet, set fire to the pieces and throw them at passers-by. Really, I do... (Miles here, just to assure you that James doesn't really do that. The real reason he's irate is because he can't get past the fourth level of *Mayhem in Monsterland*. I can — just watch. Hmmm, yes, just that little bit across there, up a bit here, collect that there and... badgers! Pass me that lighter, James. I'm gonna torch me a C64... useless piece of junk, blither!)

May The Force Be With You!

James!

James Price
Editor

GOOCHY GAMES

With the cricket season well and truly over, Audiogenic have seen fit to announce the forthcoming release of *Graham Gooch's World Cricket* on the C64 — there's no accounting for the software house's sense of timing sometimes, eh? Still, it's a conversion of the moderately well received Amiga game released a few months back. Though graphically attractive, it hardly pushed the more powerful machine so there's no reason to suppose a C64 conversion shouldn't stand up pretty well. It could even be better as the Amiga version had one gaping flaw, in that bowling down the leg side at a certain pace scored a wicket every time — the computer batsmen, flatly refusing to take a swing at the ball, would stand gormlessly as

it flew past them into the sticks. Once you discovered the correct angle the computer teams could be all out for nought time and again — quite realistic if you selected to play against England but hardly making for compelling match-play! The C64's lacking a worthwhile simulation of the popular village green pastime (shurely 'pastime' — Ed) but Graham Gooch might just be the man to change that. Whether it's out for a duck or scores a century, we'll have a full review in a future innings... ahem, issue.



THE LATEST IN COMPUTER & VIDEO GAMES

BUDGET BARGAINS

In possibly the least funny press release this side of Spectravideo, Future Zone — a fast-growing chain of software shops — have announced their intention to sell new (and old) Kixx and Hit Squad titles — my, no-one's ever done that before, have they? Anyway, these will be packaged in what's known as 'blister packs'; a piece of cardboard with plastic moulded to the front, containing the game. Just what difference this — and the fact that they're... presented in Future Zone's own corporate colours — will make is beyond us, but were pleased to see they're stocking C64 titles.

WHO'S THE TEAM



JAMES PRICE

• 'Hey,' said James. 'I've done loads this month, me.' When questioned further as to what exactly he'd done loads of, it soon became blatantly apparent — he'd been playing *Mayhem*. 'Look, there's nothing wrong with enjoying yourself, is there? I mean, it's not as if my playing of *Mayhem* affects anyone else, is it?'

DETA BELTER

OPENING?

FAIR COMMENT

Inpossibly the least funny press release this side of Future Zone, Spectravideo have just informed that this delta is a biter — referring to, of course, their £15.99 Delta Ray joystick. Our professional COMMODORE FORCE opinion is that, while it's great for flight sims and he like, the Delta is sadly lacking in other respects. It's too bulky to play *Mayhem in Monsterland* with, too cumbersome for *Off Road Racer* and as for *Street Fighter 2* — well, the game sucks regardless, and we can't see that any joystick would make a difference. We reckon the Delta's a sound second purchase if you're looking for a feeling of 'weight' while playing *Stunt Car Racer* or something, but remember the old adage and try before you buy...



The All Formats computer fairs have been going for a while now, with over 100 events staged over the past four years, considered by the organisers to be '...an established, successful, integral part of the computer industry' — rather like COMMODORE FORCE, you could say! Bearing that in mind — and especially with their huge line-up of events during and after Christmas — we thought we'd give you a special address to write to. Anyone who sends a stamped, self-addressed envelope to: Maple Leaf, Stretton-on-Fosse, Moreton-in-Marsh, Gloucestershire GL56 9QX will receive 50p £1 off vouchers, including the dates and locations of forthcoming venues. With events occurring in Ireland, Scotland, Wales and throughout England, there's sure to be something happening near to you. Oh, and as they cover pretty much every computer — including the virtually dead 'n' buried Spectrum — we reckon there'll be loads of C64 stuff there. Hurrah!

DOING WHAT? AND THEIR TRICKS



MILES GUTTERY

• 'Agghrrh! I can't take it any more,' screamed the Hairy One. 'That infernal Price sits playing Mayhem all day, leaving me to do all the writing, picture sourcing, phonecalls... well I've had enough. Where's Lloyd's number gone...'



LLOYD MANGRAM

• 'You can burger off, young man,' said Lloyd to Miles. 'If you think for one second that I'm doing anything more than the letters pages, you've got another thing coming.' 'But I'll pay you all the money you'll ever need,' replied Miles. Lloyd, not surprisingly, was impressed. 'Six pounds?' he enquired.

TOP TWENTY

The reappearance of the ageing *Super Monaco* comes as a bit of a surprise this month, with *Robocod* looking a hot contender for the top spot. But when's that infernal *Street Fighter 2* going to stop selling?

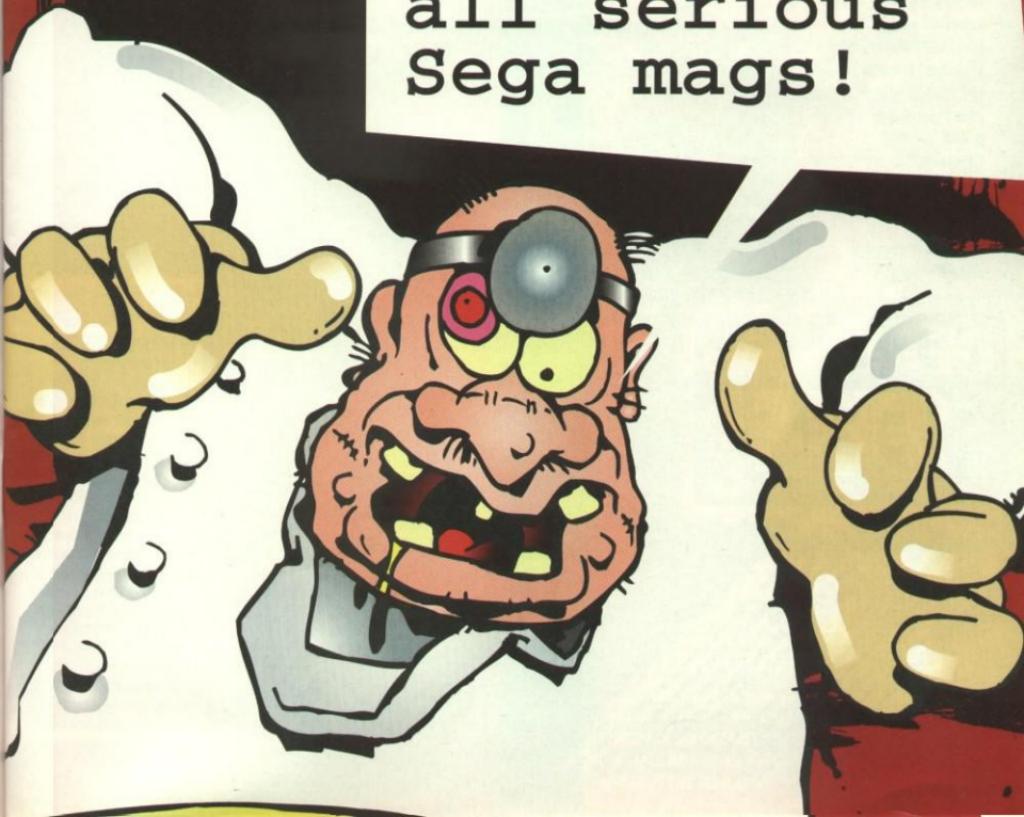


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MEGA machines

Say goodbye
all serious
Sega mags !



REEL AC

It's another blinding month in Freebieville — two 96% plus smashes and both well worthy of the acclaim. Unfortunately these aren't games you can just wade into and play straight off, no sir. You'll just have to read the instructions first...

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DRILLER



Welcome to Freescape! If you haven't experienced the freedom offered by the system now's your chance — it's the closest you'll come to virtual reality on a C64. That's for sure. The story goes something like this...

The planet of Evath is orbited by two moons, Mital and Tricuspid. For many years the minerals of Mital were mined by an alien race known as the Ketars who've since left. As a result of all the drilling, dangerously large gas build-ups have formed under Mital's surface. This wouldn't have concerned anybody except that scientists have discovered a meteor on direct collision course.

Should it hit the moon, the resulting explosion of gas build-ups would be so great as to knock Evath out of its orbit, wiping out the entire population.

The only way to avoid



this global catastrophe is for someone to travel to the stricken satellite with the necessary equipment and release the gaseous pockets via carefully positioned drilling rigs. Guess who that is...

Your mission begins on the surface of Mital. At the controls of your mining probe you need to locate

and tap gas pockets in each of 18 sectors. Your main problem is actually finding where to drill — 50% of dormant gas needs to be released before a sector is deemed secure so starting your operation as near the centre of each build-up is vital and remember — you're only allowed one drilling rig per sector so make it count. Only experience will teach you where best to place your rigs but keep an eye for tell-tale structures or just use trial and error at first.

To help in your mission you may come across abandoned aircraft which can be used to scout the surrounding area. Should you locate one, dock with it by positioning the probe directly beneath it — to return to the probe land above it.

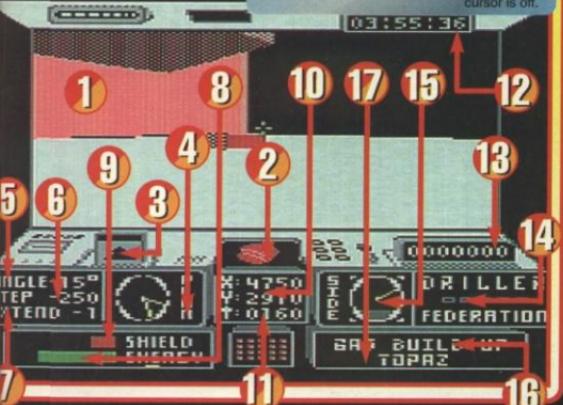
Your probe is not invulnerable! Beware of falling off cliffs as well as automated

A VIEW

1. VIEWING WINDOW
2. TRANSPORT INDICATOR
3. MOVEMENT/ATTACK INDICATOR
4. PLAN VIEW
5. ANGLE TURN
6. STEP SIZE
7. VERTICAL EXTENSION (PROBE ONLY)
8. ENERGY REMAINING
9. SHEILD STRENGTH
10. X, Y CO-ORDINATES
11. VERTICAL HEIGHT
12. COUNTDOWN
13. SUCCESS RATING
14. OPERATIONAL LIGHT INDICATORS
15. SIDE VIEW
16. MESSAGE DISPLAY
17. AREA INDICATOR

TION

defence systems left behind by the Ketars. Both the probe and aircraft are armed with lasers to take out hostile defences but be quick — those Ketar laser beacons are pretty swift. Also watch out for 'Skanners' — flying probes which are almost certainly dangerous. Oh, one last thing — all movement and action costs energy. Replenish your supplies by finding and absorbing scattered rubicon crystals.



CONTROLS

- Movement and lasers are via a joystick, with additional key-controllers as follows;
- P** Look up
- L** Look down
- T** Tilt right
- A** Increase angle of rotational movement
- Z** Decrease angle of rotational movement
- S** Increase size of each forward step
- X** Decrease size of each forward step
- R** Makes the main body of the probe rise and fall
- I** Info — here you can save your game or abort the mission if you so wish.
- U** Causes the probe to perform a U-turn.
- D** When you've decided where to drill hit D and a drilling rig will be teleported from Evath to a position right in front of the probe.
- C** Cancels drilling and returns the rig. If you wish to change the location of the rig it must be teleported back to Evath and recalled at the new site. Beware — teleporting costs energy.
- + Turns the cursor on and off while in movement mode. You can't fire if the cursor is off.



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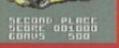
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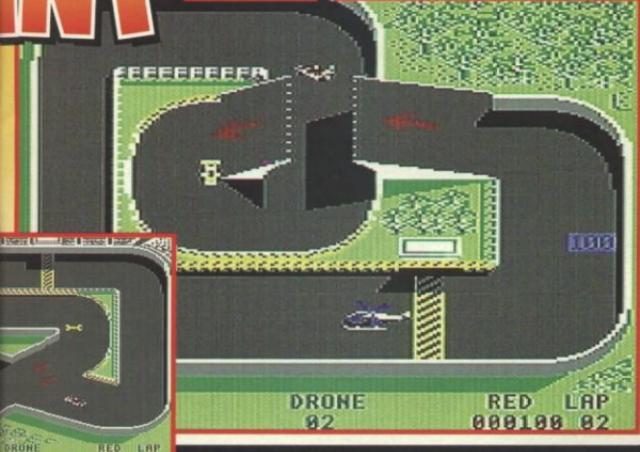
Super Hang-On's a rip-roaring race game in 3D with only one aim in mind — to come first! One of the first into the screen's affairs to really work, SHO is hell for leather from start to finish. Don't believe me? You'll soon be eating humble pie. Remove the tape from the cover of you magazine, insert it squarely in the datasette and prepare to be convinced, o ye of little faith.

Before heading out onto the highway you'd be well advised to make a note of the following controls:



SECOND PLACE
SCORE 001000
COMBO 500

IMP



EASY LIVES

There's a definite Reel Actiony feel to the cheat prog this month, with ISS, Artura, Park Patrol, Rampage, Ghostbusters and Krakout all getting the treatment. There's also one or two neat little music hacks and the usual bits and bobs of news. If you're in any doubt as to how the program works simply press 'B' on the keyboard and a handy little instruction screen pops up. Hurrah!



GET A PIECE OF THE ACTION!

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MAYHEM



IN MONSTERLAND

CREATED IN
SUPER-DINOVISION



THIS GAME HAS BEEN
CERTIFIED TOO CUTE!



From the makers of Creatures and Creatures 2 comes probably the greatest platform game ever created for the C64; Mayhem in Monsterland is an intriguing blend of fast, frenetic platform action, with five wickedly cute levels to explore. Featuring the cutest dinosaur ever to emerge from the Jurassic period, you'll soon forget all about Italian plumbers and spiky blue hedgehogs.



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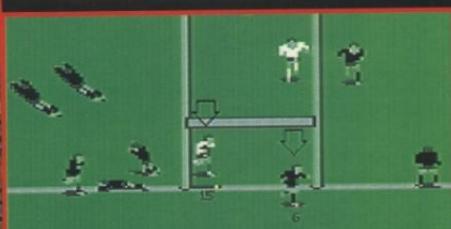
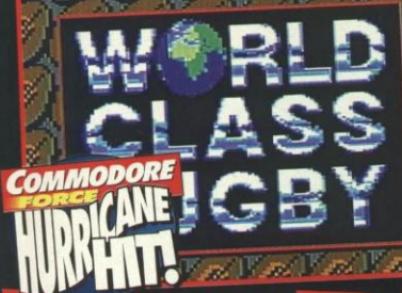
NAME.....

ADDRESS.....

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POST CODE.....





• 'Blimey' thought Dave, 'There's not much to this rugby lark. Thank Lordy I wore my lucky upside down house.'



WORLD CLASS RUGBY

● Touchdown, £3.99
Cassette, £7.99 Disk

Ah, sport. There's a school of thought that suggests that, if younger computer users are given a simulation of a sport, they'll play that at the expense of the real thing. And with rugby, can you blame them? Muddy puddles, much bruising... it's a quick ticket to hospital food, and nothing but. JAMES 'FLY HALF? COME HERE AND SAY THAT, PAL' PRICE sees how the C64 can possibly duplicate it all...

Rugby? Do I really have to write a review about a rugby game? Must I be compelled to make feeble comments about odd-shaped balls to wring a laugh from an innuendo-bored public?

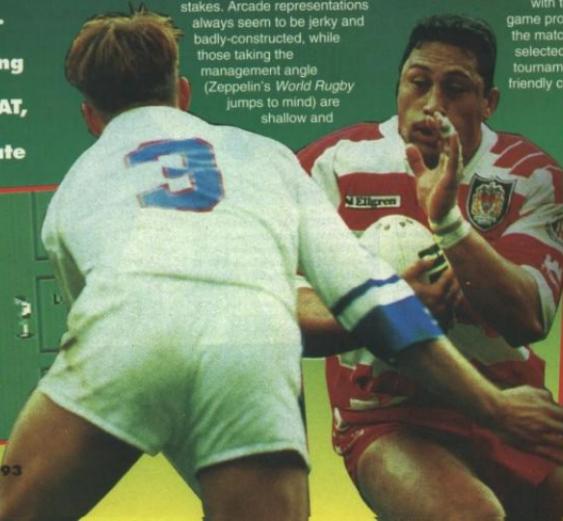
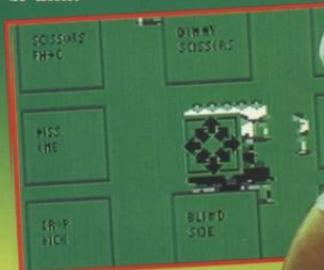
Ahem. They say football's a funny old game, but Rugby's a curious pastime too. A sport with English origins — predictably, and much like football, our national team usually lose at it — it's something that hasn't fared too well in the conversion-to-computer stakes.

Arcade representations always seem to be jerky and badly-constructed, while those taking the management angle (Zeppelin's *World Rugby* jumps to mind) are shallow and

unengaging. Then there's *World Class Rugby*. Originally released in 1990 to coincide with — not surprisingly — the Rugby World Cup, it received glowing reviews and provoked many a 'phew, a decent Rugby game' comment.

It's not difficult to see why. For a start, it mixes arcade action with an underlying tactical vein complementing this, if a team member isn't as skilful as another or you don't like their name, a brief moment or two on the appropriate menu screen can put an end to potential woe. Once happy with team selection, the game proper can begin — once the match type has been selected, that is. Either a tournament, league or single friendly can be played, with the

“**What a smart game, and cheap too!**”



READERS' 100

The votes are in! After complaining about our Top 100, these are the games...

After our Top 100, we gave all you C64 owners the opportunity to vote for your favourite games. After seemingly endless hours of compiling your preferred games, we've come up with this — the best indication of what's hot and what's not for the C64. Read on and learn...

THE GREAT ESCAPE

Denton Design's isometric adventure scored highly with Spectrum reviewers, but suffered the indignity of a 'port across to the C64. Despite the inevitable monochrome graphics and slow pace, *The Great Escape's* strength of design and gameplay ensured a welcome reception from C64 owners and magazines alike. Its semi-sequel, *Where Time Stood Still*, was mysteriously never converted — a shame, as it took the best ingredients of *Escape* and added more. This is one of the few instances when Spectrum owners can justifiably gloat...



THE SIMPSONS

If you knew just how many letters we receive moaning about consoles and their games, you'd perhaps appreciate the irony of *Bart VS the Space Mutants'* popularity. A conversion of an ageing NES game, it mixes platforms, puzzles and gaudy colours to great effect. It's a little on the tricky side — younger gamers players would be advised to steer well clear — but now available on The Hit Squad label, it's a bargain.

100 GOLDEN AXE	KIXX
99 NICK FALDO'S GOLF	GRANDSLAM
98 THE GREAT ESCAPE	THE HIT SQUAD
97 AIRBORNE RANGER	KIXX
96 ARKANOID	THE HIT SQUAD
95 BATTY	REEL ACTION
94 BUGGY BOY	ENCORE
93 NOBBY THE AARDVARK	THALAMUS
92 PARADROID	RACK-IT
91 RETROGRADE	THALAMUS
90 SALAMANDER	THE HIT SQUAD
89 TETRIS	MASTERTRONIC
88 THE BARD'S TALE	ARIOLASOFT
87 WINTER GAMES	EPYX/US GOLD
86 3D CONSTRUCTION KIT	INCENTIVE
85 BART VS THE SPACE MUTANTS	THE HIT SQUAD
84 BOULDERDASH	FIRST STAR
83 BUG BOMBER	KINGSOFT
82 CASTLE MASTER	INCENTIVE

LEMMINGS

Top 100 is all very fine and well, but could never represent everyone's personal choice. However, it's not difficult to doubt certain individual's strength of mind (and their preferred titles) when the as-yet-unreleased *Lemmings* receives enough votes to put it at number 79. Okay, it's a strong title — everyone's been looking forward to its arrival — and granted, a couple of (admittedly excellent) demos have been in circulation, but for it to receive so many Top 100 votes before its release does rather suggest a few of our readers are running on a low-watt bulb...



TOP 100

our readers — reckon to be the best. Read on...

81 COMMANDO	ENCORE
80 DIZZY	CODEMASTERS
79 LEMMINGS	PSYGNOSIS
78 MANIC MINER	MASTERTRONIC
77 OPERATION WOLF	THE HIT SQUAD
76 PARK PATROL	REEL ACTION
75 PITSTOP 2	Epyx
74 R-TYPE	THE HIT SQUAD
73 RAMPAGE	REEL ACTION
72 SEUCK	GBH
71 SUPREMACY	VIRGIN
70 TURTLES 2	IMAGEWORKS
69 BATMAN: THE MOVIE	THE HIT SQUAD
68 GHOSTS 'N' GOBLINS	ENCORE
67 KLAX	THE HIT SQUAD
66 PLATOON	OCEAN
65 SPINDIZZY	REEL ACTION
64 THE UNTOUCHABLES	THE HIT SQUAD
63 TRIVIAL PURSUITS	THE HIT SQUAD
62 WORLD CLASS LEADERBOARD	US GOLD
61 WWF EURO RAMPAGE	THE HIT SQUAD
60 ARNIE	ZEPPELIN
59 DIZZY: POTYF	CODEMASTERS
58 EXILE	AUDIOGENIC
57 FIRST STRIKE	REEL ACTION
56 GREAT GIANA SISTERS	RAINBOW ARTS

SEUCK

Seuckland Software's unique game-maker is perhaps the most easy-to-use and powerful utility the C64 has ever known. The real beauty of *SEUCK* is that it can be used to create as many different variations on the shoot-em-up theme as its users' imaginations will allow — well, nearly. Its popularity is such that our offices are constantly bombarded with efforts moulded with it, and certain individuals have created add-on utilities to enhance end results with. Then there's Alf Yngve...



SPINDIZZY

Possibly our most controversial covetage game to date, *Spindizzy* has provoked an equal amount of positive and negative responses — or so our mailbag would suggest. Half of you feel its original 98% rating was well-deserved, with everyone else disputing that, quite vocally at times. Still, we like it, always have done and anyone who reckons it doesn't deserve its 'king of its genre' crown is a banana.



EXILE

One of the best arcade adventures ever, and certainly the most atmospheric sci-fi effort, *Exile* is an astounding achievement, both in terms of complexity and depth. Playing is believing; it rivals its Amiga counterpart in almost every respect. Clever use of inertia and intelligent opponents ensure that *Exile* doesn't disappoint in the action stakes, while mind-teasing puzzles do just that.

STREET FIGHTER 2

Okay, so which tasteless hype victims voted for this? The SNES cart (in particular, the Turbo edition) is one of the few console games worth every penny — possibly the best coin-op conversion ever. The C64 version, however, is bug-ridden, far too easy and suffers from the worst multiload this side of *Turbo Outrun* — but we suppose that, at least, was inevitable. To be honest, it looks as if the game was rushed to facilitate its hyping-arrival in time for frantic Christmas buying... but that's just an opinion of ours, and we don't mean to upset anyone. No really, we don't...

MIDNIGHT RESISTANCE

Considering the original arcade machine's massive memory and custom chips, it's remarkable that Special FX's C64 conversion is a great deal more playable — and we're not kidding. The coin-op was perhaps a little too tricky for its own good, and, if the truth be known, a little bland compared to a great deal of its contemporaries. *Midnight Resistance* is easily one of the best shoot-em-ups the C64 has ever known, missing only the two-player option of the Amiga and original version.

**SLICKS**

CodeMasters were praised from the rooftops after releasing the superlative *Micro Machines* on the NES and, more recently, the Mega Drive and Amiga. *Slicks*, despite its more conventional Formula One-type approach, is as near as you'll get to that on the C64. It even incorporates *Micro Machines'* simplistic but utterly addictive head-to-head mode, where two human competitors attempt to race each other off screen. *Slicks* is one of the few CodeMasters games we've seen that could've justified being full-priced; full credit to them for releasing it on budget...

55	MAGICLAND DIZZY	CODEMASTERS
54	TURBO OUTRUN	KIXX
53	CRYSTAL KINGDOM DIZZY	CODEMASTERS
52	EMLYN HUGHES	TOUCHDOWN
51	HUDSON HAWK	THE HIT SQUAD
50	IMPOSSIBLE MISSION	US GOLD
49	MERCENARY	NOVAGEN
48	MIDNIGHT RESISTANCE	THE HIT SQUAD
47	TERMINATOR 2	THE HIT SQUAD
46	WIZBALL	OCEAN
45	WWF	THE HIT SQUAD
44	LAST NINJA 3	SYSTEM 3
43	RODLAND	KIXX
42	SLICKS	CODEMASTERS
41	SMASH TV	THE HIT SQUAD
40	STREET FIGHTER 2	US GOLD
39	SWIV	KIXX
38	TEST DRIVE 2	THE HIT SQUAD
37	TURBO CHARGE	KIXX
36	TUSKER	KIXX
35	ARMALYTE	KIXX
34	BARBARIAN	KIXX

BARBARIAN

Mortal Kombat? Pah. *Barbarian* was providing gore while MK was barely a gleam in an accountant's eye. In fact, its entertaining decapitation scene (and, ooh, some other violence as well) led to a ban on sales in Germany, despite the utterly cartoony and unrealistic manner of it all. Strangely (although equally confusingly) was the partial uproar over *Barbarian*'s advertisement campaign, featuring a scantily-clad (but suitably covered) Maria Whittaker, and what we reckon to be Wolf from *Gladiators* as the 'hunky' (bleaught) male. Some people, eh?

**TURBO OUTRUN**

The first Outrun game was a disappointing conversion, the third an impressive finale for the series, but the second? Let's just say that, here at COMMODORE FORCE, we're not keen on it. It's graphically excellent, sounds good and even plays well, but possibly the most crippling multiload ever — even on disk — ensures extended play is a frustrating, stop-start affair.



RAINBOW ISLANDS

Arguably the best coin-op conversion the C64 has ever known, *Rainbow Islands* oozes quality from every metaphorical pore. It's colourful, playable, large... to compare it favourably to most 16-bit games you care to mention would be doing the game the justice it deserves. Undoubtedly the best vertically-scrolling platform game ever, it also shows up Zeppelin's similar *Edd the Duck* game as the pale imitation it is...

BUBBLE BOBBLE

Bub and Bob seem to be popular with C64 owners, with *Rainbow Islands* and *Bubble Bobble* at numbers six and five respectively, you can but wonder how well the cancelled conversion of *Parasol Stars* — the third in the series — would have fared in this chart. Nevertheless, the now aging *Bubble Bobble* has one thing *Rainbow Islands* lacks — the two-player option of the arcade original. Playable as a solo outing, it's with the addition of a human assistant that *Bobble*

becomes less of a superb conversion, more of an essential addition to any self-respecting C64 owner's software collection.

TURRICAN 2

The original *Turrican* astounded C64 owners with its amazing graphics, sheer size and polish. *Turrican 2* does everything its predecessor did, only more so. As far as platform shoot-em-ups go, it's by far the best — only a lengthy cassette multiload serves to slightly dampen proceedings.



CREATURES 2

Only rivaled in the graphical stakes by its half-brother, *Mayhem in Monsterland*, *Creatures 2* is utterly breathtaking. To use everyday superlatives to describe the cosmetic excellence of it just wouldn't do it justice — suffice to say it's technically one of the most accomplished titles ever. Sadly, its gameplay isn't quite up to the same high standard — it's a bit on the tricky side (read: utterly, utterly frustrating), and its cassette multiload... arrgggh! However, with the help of a cheat mode, those elusive later screens can be reached, and the game begins to live up to its potential.

BARBARIAN 2

Barbarian 2 is a beat-'em-up with a difference — exploration. Traditionally, fighting games are linear affairs, offering a single screen or set route to travel and be violent on. However, *Barbarian 2* is more of an arcade adventure, with things to collect, different areas to negotiate and, of course, things to kill. It's this departure from the norm that makes *Barbarian 2* so playable and, with four large levels to negotiate and its impressive array of opponents, there's a great deal to keep you occupied.

MICROPROSE SOCCER

Considered by many as the best footy game ever — as well as being predecessor to the amazing *Sensible Soccer* — *Microprose Soccer* is the game that introduced the banana shot, not to mention weather conditions and action replays. However, it's not just a shallow collection of novelties — it plays a mean game of football, too. Interest and lastability are provided by various tournaments, while its two-player mode is almost infinite in its appeal.

IK+

IK+ is the undisputed king of C64 beat-'em-ups. Whereas its predecessor and its nearest rival — *Way of the Exploding Fist* — involve one-on-one combat against either a computer- or player-controlled opponent, *IK+* offers a novel twist — an additional competitor. Even while playing against a friend, this extra fighter presents complications, but a large selection of superbly animated moves can easily be put to good use. An excellent Rob Hubbard soundtrack complements the action, while the perfectly-timed sound effects almost bring tears to your eyes.

FLIMBO'S QUEST

Colourful to extremes and replete with graphical excellence, *Flimbo's Quest* plays like a poor man's *Mayhem*. Despite this, it's still a more-than-worthwhile purchase, but be warned — in our opinion, it does become a little tedious after a while.

10 FLIMBO'S QUEST

KIXX

9 MICROPROSE SOCCER

KIXX

8 IK+

THE HIT SQUAD

7 BARBARIAN 2

REEL ACTION

6 RAINBOW ISLANDS

THE HIT SQUAD

5 BUBBLE BOBBLE

THE HIT SQUAD

4 TURRICAN 2

KIXX

3 CREATURES 2

THALAMUS

2 THE BLUES BROTHERS

REEL ACTION

1 CREATURES

KIXX

THE BLUES BROTHERS

And so to the runner-up! We were a bit chuffed ourselves having secured this for the coverpage and by all accounts we were right. Perhaps it's not the most original game in history but what it does, it does brilliantly. Borrowing the best ideas from generations of platformers then wrapping them all up under such a strong license, the result — a near perfect arcade romp. Atmospherically detailed backgrounds, large levels, recognisable sprites packing heaps of character — *The Blues Brothers* has the lot. And we haven't even mentioned faithful renditions of a choice few famous toons yet...



CREATURES

The definitive reader's number one game of all time (by a pretty clear margin it must be said) is... *CREATURES* Clyde Radcliffe — a small furry animal with attitude — is the hero faced with miles of superbly drawn and colourful, baddy-packed ground to cover. Clyde himself has since become a true stalwart among C64 game stars, speaking eloquently at functions about the state of the software industry, hang-overs and anything else you care to mention. And, like a true gentleman, he remains down to Earth, refusing to let the adulation of superstardom go to his head. When we asked him for an interview to mark this occasion he very graciously gave us the following thought — 'Yeah, what's it for me?' What a chap, what a bloke. After tugging our forelocks to the point of partial baldness we returned to the game that made it all possible. Imagine a world before torture screens, bad tempered demons and flame breath. You can't? Us neither!

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MANGRAM MAILBAG

Another bumper helping of pages this month, with some of the best mail I've received in a while included — keep it up. The Snips have grown this issue — due to popular demand — but don't forget to write the longer letters as well! I'm looking forward to hearing your opinions on our Readers' Top 100 chart — do you agree with the rankings? Or do you beg to differ?

On with the mail...

C64's A ZOMBIE SHOCKER

Dear Lloyd,

My main dude! Ever since I began reading your magazine my good old C64 has had a new lease of life. If the C64's dead, then at very least it's one of the living dead. Some questions:

1) What are the full-price and budget release dates for *Alien 3*, *Lemmings* and *Arsenal FC?*

Alien 3 should be in the shops now, *Lemmings* will be out early December, while *Arsenal FC...* possibly never? Yep, I think that sounds about right...

2) Which is the best *RoboCop* cart, 2 or 3?

Apparently, *RoboCop 2* is the better — or so Miles tells me.

3) Is *Predator* on tape any good?

James insists it's a terrible game, but ZZAP! gave it a 90%. To be honest, I'm inclined to agree with him — it does suck, and then some.

4) What's the best crowd view football game?

Probably Emlyn Hughes International Soccer — it's a flawed but playable



• We couldn't find a Zombie, so here's a picture of Miles...

offering. Personally, I reckon the 'crowd

view' perspective has had its day — look

at *Grandslam's Liverpool* and see why.

5) In *Rick Dangerous 2*, when I make

Rick jump the background changes colour.

Should I send the tape back and ask for a

new one?

Of course — if you're sure it's the

game that's at fault (and not your C64 or

cassette player).

6) Which is the best — *Turrican 1* or *2*?

According to our Readers' Top 100,

Turrican 2 is. I'd recommend them both.

Thanks heaps. Life would be unbearable without your mag, especially since I went back to school.

Derek Wilson, Co Fermanagh

• C64 a zombie? I knew the office smelt a bit strange...

LM

Hey! Who turned out the lights!
Andy Peters,
Sheffield

• There they go again!
LM

I reckon James is far better looking than Miles.
James Price,
Bridgnorth

• Eh?
LM

How about a piccy of Wioma Rider? Or, failing that, Helena Bonham Carter?
Johnathan Lock, Glasgow

• Yeah,
great idea.
Can we have

CHEATS NEVER PROSPE

Dear Lloyd,

I'm wondering if you could help my son. We have a C64 and are finding it impossible to put in the cheats. How is this done? Which buttons do I push?

Mrs Atkinson, Bishop Thornton, Harrogate

• I'll hand you over to Miles — he's the Tipster...
LM

Er, thanks Lloyd, um, well! It depends on which cheats you mean. If it's pokes you're on about then chances are you'll need an Action Replay or reset cartridge. These come complete with instructions — check out Datel's advertisement for where to get 'em. For data listings, type in the

LETTERS!



Dear Lloyd,

I'd like to get my hands on the cassette version of *Supremacy*, but I've noticed that Software City have dropped it from their adverts. Can you tell me if I can still get it from them or, if not, where I can get it.

Also, will *Elite 2* ever come out on the C64? Please help because I've been wanting to know the answers for some time.

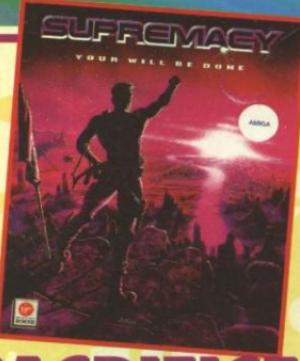
Sam 'Bob' Robinson, Ross

• You could try giving them a ring, but if that brings no joy, try patrolling local markets and car boot sales — you never know your luck...

As for *Elite 2*, don't hold your breath... in fact, don't even entertain the thought. No C64 version is planned, and it's highly unlikely there ever will be. Sorry!

LM

SUPREME SACRIFICE



one of
Venessa
Paradise as
well,

James?
LM

Miles
doesn't
exist. I
know — I've
consulted the
stars...
Damien
Ball,
Surrey

• Look at
his photos
on page 66
and wish
that was
true...
LM

The camera
never lies,
but James
isn't a
camera.
Miles
Guttery,
Eardington

• What?
LM

You're
fired,
Guttery —
as well as
ugly...
James
Price,
Bridgnorth

• Huh?
LM

program exactly as printed then type RUN and press RETURN, then rewind the appropriate game tape and press play. You can also save listings to tape (have a look in your C64 manual for instructions on how to do this) so



you don't have to laboriously type it in every time you play. For any other cheats, appropriate instructions should be included in the tips text, e.g. 'On the hi-score table type...'. Hope that clears things up a bit, er, bye!

Miles

PD OFF

Dear Lloyd,

What's happened to the PD section? I'm not bothered about the demos (except those like *Terminus*) but how about reviewing some of the many utilities they have. I'm sure many would be interested.

I'm not sure if you realised, but you didn't have a 'letter of the month' in Issue 11. Did James loose it?

Who are Sid and Vic? There's not enough room in a '64 for one person never mind two!

Could you possibly give a list of what's on past Reel Action (I missed Issues One to Five). How do we know what is worth back ordering otherwise?

I would like to suggest that James gets his eyes tested. There have been loads of typing, and other, errors since he became editor.

**The Hermit, Radcliffe,
Manchester**

PS Keep up the good work. Your section is by far the most entertaining.

• Yes, we will be featuring more PD at some point, but only if it's of the right standard. Issue 11 didn't have a letter of the month because, quite frankly, the large selection of letters we had at the time were crap. After consulting James, I decided to drop the award for that month. Of course, we could have made the point a little clearer...

As for a list of Reel Action games — give *Database Direct* a ring. Their number's on our *Forcefield Plaza* pages. Now go away.

LM

PS I don't know if it's relevant, but James said for me to tell you to 'lucky cough' — whatever that might mean. At least, I think that's what he said...

Dear Lloyd,

I've had my C64 for five-and-a-half years now and in all this time I've been looking for a few games — as yet I've not been able to find them. So being the nice kind chappie that you are, I have a few simple questions I'd like answered.

1) Where on this infernal earth can I get a copy of *Scrabble Deluxe*, *Deluxe Monopoly* and *Risk*?

Try one of the mail-order companies that advertise with us.

2) Are there any intentions to bring out *Mortal Kombat* on the C64?

Do fish sing about trees?

3) What makes your magazine to dammit C64 on the market?

I assume that's a compliment. It's just one of those things, I guess...

4) In issue 11, more specifically, the Top Ton article, why did you put a piccy of *Monty on the Run* alongside the caption for *Barbarian* (number 83)?

You want the real reason? Well, our designer Claire did a run-out of the Top Ton without *Tiff* files, meaning we didn't spot the error until we received the finished issue back from the printers. Now you know. However, if we had to allocate blame, we'd say it was Miles' fault. It always is...

5) Is *European Rampage* worth £10.99? Not when you consider it's being released on budget any time now...

Much appreciated Lloyd.

**John Borley, Basingstoke,
Hampshire**

PS I think the cardboard bag quite suits you, but it could do with a bit of brightening up.

• I've never worn a cardboard bag! My paper bag does look a little on the drab side — perhaps I'll hang decorations off it for Christmas...

Oh, and if you're wondering why you've been 'awarded' the Kipper... let's just say we're sick of *Mortal Kombat* enquiries, okay?

LM

No matter how hard we try, we can't please everyone with our tapes. Choosing them is a hit-and-miss affair — as the following letters demonstrate...

GHOSTBUSTED?

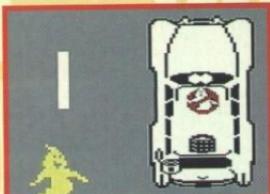
Dear Lloyd,

First we had *The Blues Brothers* and then we had a two-pronged classic attack with *Barbarian 2* and *Dan Dare*. Things went downhill with *Ghostbusters*, which was given 40% in ZZAP! Issue 90. Will we still be getting 96% and 95% rated games on *Reel Action*? If we do, the this can only make COMMODORE FORCE even better.

M. Johnson, Whilton, Exeter

PS Keep up the good work

• Of course, we always try and get the best games possible. But *Ghostbusters*, despite its low rating (from *James in the movie tie-in round-up*) has been well received by other readers...



IF IT'S NOT HIGH RATED, WE...

Dear Lloyd,

Since I live in New Zealand, tape games are very hard to come by in shops. When I came across ZZAP! 64 two years ago, I had to buy it, with its attractive, eye-catching cover, the best screenshots I've ever seen, and the free tape. Now that the covetage games are getting drastically better I hate turning off my computer to have dinner! But in Issue Seven, you put *Spindizzy* on the covetage. How the hell did that game get 98%? It's sooooo boring! I Ball I really loved, though — I'm struggling over level 12 at the moment.

I have some questions.

1) Is it possible to have covetage games on *Easy Lives* programs?

If by that you mean pokes for the games, then yes, we have and we will.

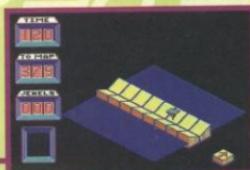
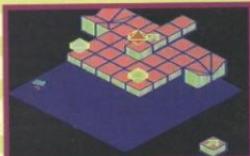
2) In issue Six you gave a poke for *Batty*. I typed this in after resetting the machine, but after entering the SYS number, the game crashes. Is it the reset switch that stuffs it up?

Are you sure it's the right type of poke you're using?

3) Why did you miss Activision's *Labyrinth* out in the movie round-up? Who can say?

Love the new coloured covetages.

Paul Osbourne, New Zealand



Guttery, Guttery, I know nothing of this Guttery! Giles Muttery, Eardington

• Say what? LM

It's much better this time.

Mark Smith, Newton Abbot

YABBA DABBA DOO!

Dooky Lloyd!

How ya doin'? I just dropped you a line to congratulate everyone at CF on your brilliant covetages. I've been getting COMMODORE FORCE since issue eight and there's nothing I like better after a hard day at the quarry than to flick through the greatest publication in the known universe over a large brontosaurus pie. But, excellent though your mag is, there's something that's even better. When you promised us classic C64 games on the tapes each month you weren't kidding — I love them all, except *Barbarian 2*, a bit close to home if you ask me. Unfortunately my tale has a sad twist. Betty (my wife) claims I don't pay her any attention these days. The other night she set up a romantic, candle-lit dinner to celebrate our anniversary but ended up eating

BORDEDIZZY...

• We'll sleep soundly with that in mind, I'm sure... LM

I used to think I was Steve Shields but apparently I'm not! Nigel 'No relation' Havers, Bristol

• I used to think I was Lloyd Mangram... LM

These things were sent to try us. John Fields, Telford

• Apparently so. LM

GAMES AKKER

Dear Lloyd,

Just a note to encourage the climbing quality of the covetages. You have to admit back in the mists of time you gave us some real strikers, but since about July things have got progressively better. Now for a couple of questions (I wouldn't want to break with tradition).

1) Who decides what games go on the tapes?

James does — and has since Issue Seven. Criticise them at your peril...

2) How come COMMODORE FORCE is so amazing?

Hey, who knows? Perhaps it's the dashing letters page guy! (dream on, Mangram — Ed).

Simon Deary, Leeds

PS Up the Akkers (don't ask)!

• Progressively better? More than that, pal... LM



alone
cos I was upstairs playing *The Blues Brothers* — I'd managed to get onto level four, after all! I handed her the joystick to which she responded by calling me something unrepeatable then walking out. That was two days ago and I've not seen her since. This is terrible — I'm rapidly running out of clean undies.

Anyway — keep it up, and how about a *Flintstones* game on the cover, eh?

Barny Rubble, Bedrock

• That the British postal service have managed to get your letter to my good self does rather suggest you're not from Bedrock — although I must admit writing it on a stone tablet was a stroke of genius. Come to think of it, its delivery by brontosaurus wasn't a bad gesture. Either you're rich and desperate to impress me, or... who let that raptor into the office?

LM

The lack of coverage would suggest... arrghh, it's the end!
Mike Logan, Liverpool

• Do be quiet — and stop dribbling.
LM

I reckon we need at least another 64 pages in COMMODORE FORCE. That way, I'd never run out of toilet paper.
Peter Porter, Whitchurch

• What a large bottom you've got.
LM

BUSTIN' BRILLIANCE

COMMODORE
COMPUTERS

Dear Lloyd,

1) The other day my friend came over to stay so we went straight upstairs to play on the computer. When he saw I had a C64 he almost screamed 'eek, it's an 8-bit', I eventually got him to play *Ghostbusters* (Reel Action 22) and he thoroughly enjoyed himself. The morale to this story? Anyone who hasn't got a C64, get one!

2) Is there anywhere that I can buy a game called *Lazy Jones*? *Lazy who?*

3) I'm making a game called *Einsten's Learning Fun* — how can I make proper loading screens for it and will I be able to use Basic?

Write to Brian Strain.

4) Why does Brian Strain bother?
Because we pay him to, readers like



him and there's also the fact James and Miles couldn't answer a technical enquiry if their lives depended on it.

5) A tip. If you have *Quattro Sports*, load *Pro Tennis Sim* and when it asks you for the password, type in D2 and hit return — you'll access two new games!

Coo, fancy that.

6) Keep up the good work everyone at COMMODORE FORCE.

Of course.

Magnus Loutit, Steventon, Oxon

WE'VE NO DOUBT WE'LL HATE IT...

I H.A.T.E. ARTURA

Dear Lloyd,

I was reading an issue of ZZAP! 64 when something caught my eye. The ZZAP! crew had reviewed the *Star Pack* compilation from Prism. The two games in question were *Artura* and *H.A.T.E.* which have recently appeared on your videotapes.

I thought your policy was to give us, the readers, top quality games, demos etc. Why then did you let these two games grace the spools of your tapes? They had plain awful reviews. If you don't believe me, check out issues 45, 52 and 81 of ZZAP!. I'll quote the comments given to both games in issue 81...

ARTURA

'The appalling *Artura* earned a measly 10% in issue 45. Yes, it really is that bad. It looks like an unfinished program that should never have seen the light of day. The armoured hero hobbles slowly through dull flickscreens, throwing axes at unvaried baddies.'

The reviewer finishes by writing 'It's all very confusing and totally unplayable.'

HATE

'...the aptly named *H.A.T.E.* (24%, issue 52), a real disappointment from designers Vortex, creators of so many 3D



games. The isometric 3D is glitchy, and the game is a dull Zaxxon-style shoot-em-up.'

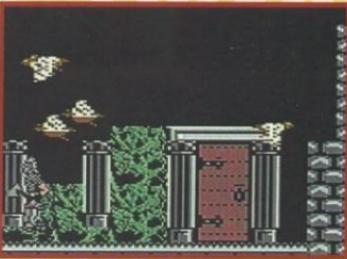
Why did you rave about these games in Issues Four and Five when past reviewers thought the games were crap? Surely minds don't change that much?

Anyway, the magazine is brilliant and the games on the videotape are excellent now you have increased the price of the magazine. Sorry about the length of this letter, but I had a lot to say. Keep up the good work.

Chris Hedges, South Wales



• As you'll well know, everyone likes different games. James always tries to include a fair selection of games, but you can't please everyone, can you? Perhaps if you knew how difficult it is to obtain the rights to half-decent games, you'd appreciate just how well we do. You see, all too often the rights have



reverted back to the programmer (usually missing, presumed drunk and unshaven) or they've been licensed to an obscure company in another country. There's also the fact that some companies feel that free games with magazines kill the software industry — not surprisingly, in situations like these, they politely decline to enter discussions involving our Reel Action tapes and their software. Then there's the cost — how many games can our budget stretch to? Not many, where 95% and 96%ers are concerned. There are so many problems, it's a wonder we bother!

LM

LETTER OF THE MONTH!

Dear Lloyd,

Now I think you've only yourself to blame! What am I talking about? Well, after publishing the Top 100 games in COMMODORE FORCE you had a footnote included that urged us to write in and 'voice our opinions'. So by now I'd assume you've received a deluge of mail about the 'Top Ton' article. I can envisage it now; letter after letter about games that were left out, favourite games that were missing or the positions of certain games.

So why have I written in? Well, it's my opinion there have been some fatal omissions. Yes, yes, I can see you now, raising your hand and saying 'It's all a matter of personal taste'. So if I may just beckon your hand away for a minute and tell you what I think.

For a start, if I were to arrange a list of my favourite games, they wouldn't necessarily everybody's most popular games. As well as this, they wouldn't essentially be the best titles written for the C64 — just that I have a preference for them and the reasons are entirely personal. Titles I would include would be *Slap Fight*, *Hover Bovver*, *Forbidden Forest*, *Hero*, *Spy Hunter*, *Trashman*, *Emlyn Hughes*, *Infiltrator*, *Championship*

BUT I LIKE THEM...

Sprint... the list could go on. I've enjoyed playing all the aforementioned games. I've deliberately chosen them because they didn't receive rave reviews, but nonetheless I'd rather play one of these games than *The Sentinel*.

Before I go on it must be said that I do like the highly rated games as well (*Spindizzy*, *Mercenary*, *Rainbow Islands*) but I used obscure titles to prove my point.

If I had to make up a list of the best games for the C64 — ie, those that create a new genre, employ novel graphical or musical techniques, or show off the C64's capabilities — I'd choose different titles. They probably wouldn't be my favourites, but I'd attempt to choose them unbiasedly. For example, I'd choose *The Sentinel* — a game I can appreciate but don't particularly like; *Little Computer People* — again, I can admire the concept but on disk it works well, but on cassette surely a save game option should be added? Still, I'm not fond. *Frankie Goes to Hollywood* — this is a good idea but I hate it. *Turcian 2* — I liked *Turcian 1* and can marvel at the size and graphics but I still don't like it overall. As for *Boulderdash* — I understand it's addictive to many, but again, I'm not fond. I hope you can now see the differences I mean.

In essence, the games chosen by COMMODORE FORCE reflect a group of peoples favourite games — but I'd beg to differ if you were to say these were essential purchases for C64 users. I'm not slandering your chart — on the whole, it has many titles I'd choose myself — but where are *Impossible Mission 1* and *2*? There were other titles 'noticeable by their absence' — the *Epyx* series, for example. Again, it's all down to personal tastes, but I would have thought games like *The Eidolon*, *Operation Wolf* and *Off Road Racer* would have been included...

One final point — *Frankie Goes to Hollywood* at number one? A very unusual choice as greatest C64 game ever — and one I'd doubt will be repeated in the reader's chart, along with *Budokan*, *Aliens*, *Dark Side* and *Way of the Exploding Fist*. Sadly, I think the readers' chart will be over-run with *Dizzy*, *WWF* and *Street Fighter*! warrior/ninja/warrior — oops went over the top a bit there. I'm not saying any of these games are poor, it's just they'll probably

make up a large part of the chart.

That's enough for now — another controversial and entertaining issue has been read in sunny Surrey, and I wait patiently for Issue 12. Oh, and by the way — happy first birthday, COMMODORE FORCE!

John Kavanagh, Morden, Surrey

• Of course, you're quite right. I hope this issue's Readers' Top 100 puts the record straight, but you must remember that, here at COMMODORE FORCE, we get to see a lot of games — and I mean a lot. That's why our chart's a little different to your average reader's — I'm not by any means putting us on a higher pedestal, but when you've seen as many different games as we have, you begin to appreciate the 'little things'. There's also the matter of sales figures — if a game sells a large amount of units, it's likely to get more votes than other, more superior games. Take *Laser Squad* for example — it's a classic, and undoubtedly the best of its genre, yet it received a measly 21 votes, too few to guarantee it a place in this issue's feature. How could something like *The Addams Family* be rated higher?

I agree — it is a matter of personal taste, but there are other factors. I look forward to receiving other letters on this matter...

LM

...AND I LIKE THAT ONE!

Dear Commodore Force,

I was glad to see you put *Frankie Goes to Hollywood* at number one in your Top 100. I own a copy and I must admit it has got to be the best. I was surprised to see it — but why wasn't *Blood Money* included? Never mind. Now for some questions.

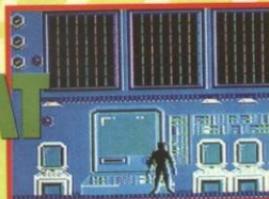
1) Could you put *Golden Axe* on Reel Action?

Could you send us a few thousand pounds to buy the licence with?

2) Why does every game have a sad ending sequence? Every game I've completed has had a crap ending!

There are decent ending sequences on some games, but I can't recall one right now...

3) What rating would you give *Chuckie Egg 2*?



It's been so long since I've seen it, I couldn't really say. As far as I can remember, it didn't have the charm of its predecessor.

**Ross Veale,
Devon**

• *Frankie Goes to Hollywood* is an excellent game. I didn't actually vote for it to be number one (yes, I did have a hand in the chart) but it was close.

LM

Oh my god — I think I'm going to be sick... Someone, Ludlow

• Ugh! All over the cover as well! LM



If that Guttery fellow thinks he's getting his hands on my letters pages, he's got another thing coming. He's becoming a minor dictator — the other day I caught him shouting at a wall with a huge false moustache attached to his top lip. When he saw me, the only excuse he could give was 'heh heh, like my Charlie Chaplin impression' before scuttling back under his desk. Anyway, keep the letters arriving — you can write to me at: Mangram's Mailbag, COMMODORE FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW. The more Guttery hate mail the better...

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TINEL		FIGHTING SOCCER/KICK OFF 2/WORLD CHAMPIONSHIP SOCCER/STAR MANAGER	4.99	SOCCER SPECTACULAR	4.99	SOCCER SPECTACULAR	4.99	
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★ COMPILATIONS - CASSETTE ★

★ POSTMAN PAT COLLECTION ★

POSTMAN PAT 1, 2 & 3

★ POPEYE COLLECTION ★

POPEYE 1, 2 & 3

★ CHART ATTACK ★

CLUE KINGDOM/SUPER CARS/GAHOOL/GHOSTS/IMPOSSIBLE/GODZILLA/IRIDIUM/LEADER/SHOOTER/STARS/THREE WISE MONKS

★ UDOK COLLECTION ★

UDOK/UDOK 2/UDOK 3/UDOK 4/UDOK 5/UDOK 6/UDOK 7/UDOK 8/UDOK 9/UDOK 10/UDOK 11/UDOK 12/UDOK 13/UDOK 14/UDOK 15/UDOK 16/UDOK 17/UDOK 18/UDOK 19/UDOK 20/UDOK 21/UDOK 22/UDOK 23/UDOK 24/UDOK 25/UDOK 26/UDOK 27/UDOK 28/UDOK 29/UDOK 30/UDOK 31/UDOK 32/UDOK 33/UDOK 34/UDOK 35/UDOK 36/UDOK 37/UDOK 38/UDOK 39/UDOK 40/UDOK 41/UDOK 42/UDOK 43/UDOK 44/UDOK 45/UDOK 46/UDOK 47/UDOK 48/UDOK 49/UDOK 50/UDOK 51/UDOK 52/UDOK 53/UDOK 54/UDOK 55/UDOK 56/UDOK 57/UDOK 58/UDOK 59/UDOK 60/UDOK 61/UDOK 62/UDOK 63/UDOK 64/UDOK 65/UDOK 66/UDOK 67/UDOK 68/UDOK 69/UDOK 70/UDOK 71/UDOK 72/UDOK 73/UDOK 74/UDOK 75/UDOK 76/UDOK 77/UDOK 78/UDOK 79/UDOK 80/UDOK 81/UDOK 82/UDOK 83/UDOK 84/UDOK 85/UDOK 86/UDOK 87/UDOK 88/UDOK 89/UDOK 90/UDOK 91/UDOK 92/UDOK 93/UDOK 94/UDOK 95/UDOK 96/UDOK 97/UDOK 98/UDOK 99/UDOK 100/UDOK 101/UDOK 102/UDOK 103/UDOK 104/UDOK 105/UDOK 106/UDOK 107/UDOK 108/UDOK 109/UDOK 110/UDOK 111/UDOK 112/UDOK 113/UDOK 114/UDOK 115/UDOK 116/UDOK 117/UDOK 118/UDOK 119/UDOK 120/UDOK 121/UDOK 122/UDOK 123/UDOK 124/UDOK 125/UDOK 126/UDOK 127/UDOK 128/UDOK 129/UDOK 130/UDOK 131/UDOK 132/UDOK 133/UDOK 134/UDOK 135/UDOK 136/UDOK 137/UDOK 138/UDOK 139/UDOK 140/UDOK 141/UDOK 142/UDOK 143/UDOK 144/UDOK 145/UDOK 146/UDOK 147/UDOK 148/UDOK 149/UDOK 150/UDOK 151/UDOK 152/UDOK 153/UDOK 154/UDOK 155/UDOK 156/UDOK 157/UDOK 158/UDOK 159/UDOK 160/UDOK 161/UDOK 162/UDOK 163/UDOK 164/UDOK 165/UDOK 166/UDOK 167/UDOK 168/UDOK 169/UDOK 170/UDOK 171/UDOK 172/UDOK 173/UDOK 174/UDOK 175/UDOK 176/UDOK 177/UDOK 178/UDOK 179/UDOK 180/UDOK 181/UDOK 182/UDOK 183/UDOK 184/UDOK 185/UDOK 186/UDOK 187/UDOK 188/UDOK 189/UDOK 190/UDOK 191/UDOK 192/UDOK 193/UDOK 194/UDOK 195/UDOK 196/UDOK 197/UDOK 198/UDOK 199/UDOK 200/UDOK 201/UDOK 202/UDOK 203/UDOK 204/UDOK 205/UDOK 206/UDOK 207/UDOK 208/UDOK 209/UDOK 210/UDOK 211/UDOK 212/UDOK 213/UDOK 214/UDOK 215/UDOK 216/UDOK 217/UDOK 218/UDOK 219/UDOK 220/UDOK 221/UDOK 222/UDOK 223/UDOK 224/UDOK 225/UDOK 226/UDOK 227/UDOK 228/UDOK 229/UDOK 230/UDOK 231/UDOK 232/UDOK 233/UDOK 234/UDOK 235/UDOK 236/UDOK 237/UDOK 238/UDOK 239/UDOK 240/UDOK 241/UDOK 242/UDOK 243/UDOK 244/UDOK 245/UDOK 246/UDOK 247/UDOK 248/UDOK 249/UDOK 250/UDOK 251/UDOK 252/UDOK 253/UDOK 254/UDOK 255/UDOK 256/UDOK 257/UDOK 258/UDOK 259/UDOK 260/UDOK 261/UDOK 262/UDOK 263/UDOK 264/UDOK 265/UDOK 266/UDOK 267/UDOK 268/UDOK 269/UDOK 270/UDOK 271/UDOK 272/UDOK 273/UDOK 274/UDOK 275/UDOK 276/UDOK 277/UDOK 278/UDOK 279/UDOK 280/UDOK 281/UDOK 282/UDOK 283/UDOK 284/UDOK 285/UDOK 286/UDOK 287/UDOK 288/UDOK 289/UDOK 290/UDOK 291/UDOK 292/UDOK 293/UDOK 294/UDOK 295/UDOK 296/UDOK 297/UDOK 298/UDOK 299/UDOK 300/UDOK 301/UDOK 302/UDOK 303/UDOK 304/UDOK 305/UDOK 306/UDOK 307/UDOK 308/UDOK 309/UDOK 310/UDOK 311/UDOK 312/UDOK 313/UDOK 314/UDOK 315/UDOK 316/UDOK 317/UDOK 318/UDOK 319/UDOK 320/UDOK 321/UDOK 322/UDOK 323/UDOK 324/UDOK 325/UDOK 326/UDOK 327/UDOK 328/UDOK 329/UDOK 330/UDOK 331/UDOK 332/UDOK 333/UDOK 334/UDOK 335/UDOK 336/UDOK 337/UDOK 338/UDOK 339/UDOK 340/UDOK 341/UDOK 342/UDOK 343/UDOK 344/UDOK 345/UDOK 346/UDOK 347/UDOK 348/UDOK 349/UDOK 350/UDOK 351/UDOK 352/UDOK 353/UDOK 354/UDOK 355/UDOK 356/UDOK 357/UDOK 358/UDOK 359/UDOK 360/UDOK 361/UDOK 362/UDOK 363/UDOK 364/UDOK 365/UDOK 366/UDOK 367/UDOK 368/UDOK 369/UDOK 370/UDOK 371/UDOK 372/UDOK 373/UDOK 374/UDOK 375/UDOK 376/UDOK 377/UDOK 378/UDOK 379/UDOK 380/UDOK 381/UDOK 382/UDOK 383/UDOK 384/UDOK 385/UDOK 386/UDOK 387/UDOK 388/UDOK 389/UDOK 390/UDOK 391/UDOK 392/UDOK 393/UDOK 394/UDOK 395/UDOK 396/UDOK 397/UDOK 398/UDOK 399/UDOK 400/UDOK 401/UDOK 402/UDOK 403/UDOK 404/UDOK 405/UDOK 406/UDOK 407/UDOK 408/UDOK 409/UDOK 410/UDOK 411/UDOK 412/UDOK 413/UDOK 414/UDOK 415/UDOK 416/UDOK 417/UDOK 418/UDOK 419/UDOK 420/UDOK 421/UDOK 422/UDOK 423/UDOK 424/UDOK 425/UDOK 426/UDOK 427/UDOK 428/UDOK 429/UDOK 430/UDOK 431/UDOK 432/UDOK 433/UDOK 434/UDOK 435/UDOK 436/UDOK 437/UDOK 438/UDOK 439/UDOK 440/UDOK 441/UDOK 442/UDOK 443/UDOK 444/UDOK 445/UDOK 446/UDOK 447/UDOK 448/UDOK 449/UDOK 450/UDOK 451/UDOK 452/UDOK 453/UDOK 454/UDOK 455/UDOK 456/UDOK 457/UDOK 458/UDOK 459/UDOK 460/UDOK 461/UDOK 462/UDOK 463/UDOK 464/UDOK 465/UDOK 466/UDOK 467/UDOK 468/UDOK 469/UDOK 470/UDOK 471/UDOK 472/UDOK 473/UDOK 474/UDOK 475/UDOK 476/UDOK 477/UDOK 478/UDOK 479/UDOK 480/UDOK 481/UDOK 482/UDOK 483/UDOK 484/UDOK 485/UDOK 486/UDOK 487/UDOK 488/UDOK 489/UDOK 490/UDOK 491/UDOK 492/UDOK 493/UDOK 494/UDOK 495/UDOK 496/UDOK 497/UDOK 498/UDOK 499/UDOK 500/UDOK 501/UDOK 502/UDOK 5

Uglier than your average tipster, with more feeble gags than any episode of The Benny Hill Show that you care to mention... it's Professor Brian Strain! If it's a technical problem you've got, he's the guy to consult — or so he always tells us. What do all those little codes mean...

OOPS!

Dear Brian,

The sprites programme in Issue Eight didn't work. I got a data error in line 40.

Dean Fitzpatrick, (age 8), Dublin

Dear Prof,

Every time I try programming things just seem to go wrong, even your sprites programme in Issue Eight won't work.

SR Kirk, Somewhere

Well, Dean aged eight and SR Kirk (are you related to James T?) there was a small problem with the program printed in Issue Eight. Line 40 should read as follows:

40 POKE VIC,150:POKE VIC+1,150:POKE

VIC+21,1

You should also bear in mind the following points when entering programs...

- 1) Make sure line numbers are entered with **ZEROs** and not **LETTER Os**. This applies to actual commands as well: **POKE** won't work if it's **P ZERO K E**
- 2) Don't miss out any punctuation.
- 3) **TYPE EVERYTHING IN!** When you have a working version, save it to tape or disk, then change it!
- 4) Beware! Some programs contain strange symbols, the most common being a little 'hat' shape — this is actually the 'up-arrow' or 'exponentiation' symbol found on the key to the right of the star on the keyboard.

Brian

PRINTING. PLEASE WAIT...

(Vim's only 20p a cup you know?)
Anyway, eyes down and look in...

The Star LC200 comes with a **Datel Centronics Printer Lead** which will work with **Mini Office 2** and **Advanced Art Studio**. This lead is available separately for £12.99.

Now, you could use this lead as well **Chris**, and **Mini Office 2** would be perfect for you as it contains a wordprocessor and database for letters and information storage. Unfortunately I cannot give you any more information concerning the **Micro P Daisy Junior** (other than it's a daisy wheel printer). Try contacting **CPC Ltd** on 0772 555034 as they stock a lot of manuals.

Brian

Another pair of letters on the same topic? Or is it just double-vision from drinking too much from the Scorelord's old drinks dispenser

THE MIGHTY BRIAN!

Dear Prof,

I own a 1541-II disk drive and data-recorder. How do I transfer data from the cassette to the disk so that the disk contains everything on the tape? What I am asking is similar to you transferring the **Reel Action** cassettes onto disk.

I would be very grateful if you can help.

Andrew Johnson, Bolton

Andrew's (may I call you Andy?) is one of a handful of letters asking the same thing — I think I'll kill several flying creatures with one smallish rock by only answering it once.

Our duplicators, **Ablex**, offer a tape-to-disk service. Send in the coupon from **COMMODORE FORCE**, and you'll get that month's **Reel Action** on disk. This is a valuable service, and one that disk drive owners should use. If you've got a disk drive, why not consider a disk subscription?

However, I WILL NOT TELL YOU HOW TO TRANSFER COMMERCIAL PROGRAMS FROM TAPE TO DISK! If you do this, you will be breaking copyright law as you are reproducing the material in another form. I apologise if yours is a genuine enquiry concerning a favourite game, but if you want the disk version, then buy it (always assuming there's one available).

Brian

DISK-USTING!



GUIDING LIGHT

All you would-be coders out there have no doubt been reading with interest the GAMES GURU column over the last few weeks. This month the Prof checks out a new book offering a more in-depth look at the art of programming.

For the last year my work has been sandwiched in a games review magazine — finally, I've decided to try my hand at reviewing. I've been sent the new GUIDE TO 6510 ASSEMBLER — so let's start at the beginning.

M REZA claim that '...good programmers on the C64 seem to move onto more powerful computers. Pure aim is to replace them.' So, if you ever fancied writing a best-selling game, this book could be the first step.

In reality, your Commodore only understands machine code. The BASIC interpreter turns your BASIC programs into machine code. This means BASIC is slower. But why not write in machine code all the while? One reason is that machine code is not checked as it goes along: if you mistype a command, the computer will execute it and 'hang' or 'crash', meaning you'll have to start again.

But what does this book teach you? First up is an introduction to hexadecimal, decimal and binary numbers — essential for dealing with machine code. There is one other thing to learn — what machine code looks like.

A9 00 8D 20 D0 8D 21 D0 60

A piece of machine code, yesterday

It's very confusing isn't it? Therefore a system of mnemonics is used which helps us understand the commands. The above numbers actually mean:

LDA #10
STA \$D021
STA \$D021
RTS

And for those who program in BASIC, here's a program that will achieve the same

10 A=0
20 POKE 53280,A
30 POKE 53281,A
40 END



To help you learn, an assembler/monitor is provided with the book; a very good idea that other book manufacturers should take note of. So once you've learned about the commands of data transfer, incrementing and decrementing values and how to run machine language from BASIC, check out the excellent sections on mathematics in machine code and the commands for 'branching' to another section of code and the 'flags' that help you.

The text is complemented by examples, diagrams, and tables, as well as a good set of appendices listing useful information. The style is clear and concise, unlike previous efforts I have seen which overload the reader with facts and figures. The comparisons with BASIC are also useful for the beginner. Congratulations to M REZA for producing a highly readable book and a valuable reference.

If you want to find this book, don't look on the shelves of your local bookshop. Contact M REZA direct at 108 Warwick Rd, Birmingham B11 4QU. Enclose a SAE to receive more details, and mention that you saw it in COMMODORE FORCE! If you want a top quality assembler, try the 6510+ ASSEMBLER from HEX HEROES PD, 22 Woodend Lane, Stalybridge, Cheshire SK15 2SR. Send a blank 5.25" disk for a full catalogue.

One last thing; if there are any other companies out there who want their serious 64 products to be reviewed, send them to myself at the CF address. If you readers out there want help, or a review of any particular product, write in and we'll organise it — probably!

HEALTH AND SAFETY AT PLAY

Three ways NOT to treat your Commodore 64



Don't let Steve Shields nail it to the ceiling. 'But like it that way, he'll insist. You can see right up the serial port, fwoar! Yeah, right.'

1

Also, do not allow the same Steve Shields to perform his famous handstand trick atop your C64 as squashing can result.



2



3

Never allow born again SNES-men near it. Here Miles valiantly protects our poor office 64 from the vicious turncoat Hayward — back you rotter!

Another month, even more techie problems solved! Prove to my editor that this is your favourite part of the magazine and send me loads of letters at:

Professor Brian Strain,
Commodore Force,
Impact Magazines,
Ludlow,
Shropshire SY8 1JW.

TECH! THE GAMES GURU

Welcome one and all to the circle of enlightenment. Professor Brian Strain, fresh and rested from tackling all your previous technical problems, is once again here to tell YOU how to write games. I'll be starting this month with an in-depth look at characters, and also a little about how the memory of your Commodore 64 is organised — which is slightly better than the FORCE office!...

When you switch on your Commodore 64 (or even your C128 in C64 mode), you'll see characters on the screen — the built-in ROM character set. As discussed last month, this is split into 512 characters, 256 in uppercase/graphics mode and 256 in lower-case mode. But where is it? Even if you stare long and hard at the C64 Users' manual you won't find the answers. The ROM character set is stored in locations 53248 upwards.

But isn't that the same place we were POKEing to alter sprites? Yes, it is but the 64 knows that when you POKE or PEEK to those locations, you are altering the VIC chip (and also the SID chip, which handles sound). The ROM (Read Only Memory) character set is not affected.

To change the characters, you have to tell the computer to take its data for the character set from elsewhere. This is complicated by the fact that the C64's VIC chip can only look at 16K (that's a

quarter of the total memory). We need to tell it which of the four 'banks' of memory its information is stored in.

When you switch on, the computer is "looking" at bank 0 — the first 16k of memory. The screen is at locations 1024-2023, and the character data (2048 bytes of memory) is taken from locations 4096 and 6144 for upper and lower case respectively. This is an 'image' of the ROM character set that means you can always re-select it if things go wrong.

Take it from the top

We still can't alter the characters to make them look like we want to. The answer is to 'point' the computer to another section of memory by altering the 'video data pointer' which is location 53272. This area can also alter the location in memory of the screen, but for now we'll leave the screen at 1024-2043, and tell the computer we want to place our new character data at locations 1436 to 16383. That gives us room for 256 characters.

Now, in many cases, we don't want to change every character, and having the existing characters would be helpful. So, the first job is to copy the ROM character set into RAM (Random Access memory) where we can PEEK and POKE new data whenever we want.

```
10 POKE 56334,PEEK(56334)AND254: REM  
11 INTERRUPTS OFF  
20 POKE1,PEEK(1)AND251: REM  
21 CHARACTER ROM ON  
30 FORI+0TO2047:POKE14336+I,PEEK(53248  
+I):NEXTI  
40 POKE1,PEEK(1)OR4: REM ROM OFF  
50 POKE56334,PEEK(56334)OR1: REM  
51 INTERRUPT ON
```

This short program copies the upper case set from ROM into RAM at location 14336. If you're using an Action Replay cartridge, you may notice a slight problem as it will interfere with the interrupts. Switch off, remove the cartridge and try again.

If you're very clever, you can alter the 53248 to 55296, and you will now copy the lower case set. Be careful when you type this program in as ANY mistake could cause serious problems (just turn off, leave it off a few seconds and turn back on).

Taking a peek...

So, you've listened to three pages of waffle over the last two months about characters? You've tried the programs and want to see a little more? The following program allows you to look at the ROM character set we've just copied by typing in a number between 0 and 255. It will then enlarge the character by a factor of 8, and show you the numbers you need to use in the final program to re-display it. I hope you all understood that...

RE ONE

3 4 2 1



$$\begin{aligned}
 &= 0 \\
 &= 16 \\
 &= 32+8=40 \\
 &= 64+4=68 \\
 &= 64+32+16 \\
 &\quad +8+4=124 \\
 &= 64+4=68 \\
 &= 64+4=68 \\
 &= 0
 \end{aligned}$$

Every character's made up of pixels, but what are pixels and where do they go when the TV's turned off? Sinister!

way the DATA is laid out. On the first line comes the screen code — 1 is A, 26 is Z, numbers are 48 (for 0) to 57 (for 9). Check your user guide for the complete list.

The second line is the 8 bytes that make up the 8 rows of the character. You can take this DATA from the program under 'TAKING THE PEEK...' or last month's program from Tony Rowe (which gives you the 8 bytes of data on-screen as you change the bits).

If you're really desperate, you could use graph paper and draw yourself an 8 by 8 square, shade in the dots and use binary arithmetic to work out the 8 bytes. Label the 8 boxes (from left to right) 128, 64, 32, 16, 8, 4, 2, 1. If a box is shaded, add the corresponding number. Work in rows across the grid so you are left with eight numbers eg the first and eighth boxes on a row are shaded. That's 128 + 1 = 29 for that row.

However you get the DATA, use it with this program to put the characters into memory at 14336.

```

10 RESTORE
20 READ SC
30 IF SC=1 THEN END
40 FOR T=0 TO 7
50 READ D
60 POKE 14336(SC*8)+T,D
70 NEXT T
80 GOTO 20
1000 DATA 1
1010 DATA 0,16,40,68,124,68,68,0
1020 DATA 2
1030 DATA 0,120,72,124,68,68,124,0
1040 DATA 3
1050 DATA 0,124,68,64,64,68,124,0
1060 DATA 4
1070 DATA 0,120,68,68,68,68,120,0

```

```

10 PRINTCHR$(147)
20 INPUT"SCREEN CODE (A=1)":C
30 AD=C*8+AD+14336
40 FOR I=0 TO 7:MI=PEEK(AD+I):NEXT I
50 FOR J=0 TO 7:FOR K=7 TO 0 STEP -1
60 IF (MI) AND 2^K THEN PRINT":":GOTO 80
70 PRINT":"
80 NEXT K:PRINT:NEXT J
90 PRINT:PRINT"DATA":C
100 PRINT"DATA"
110 :FOR L=0 TO 6:PRINT(MI)":":NEXT L:PRINT
120 M(7)
110 PRINT:PRINT"PRESS A KEY"
120 POKE198,0:WAIT198.1:POKE198,0

```

You MUST use the previous program before using this one. If you find a pattern you like, write down the nine items of DATA.

You're on your own...

So, you've copied the ROM character set and you want to add your own characters? Here's a little program that can help. Its DATA lines hold a few characters to demonstrate the technique. However, notice the special

This statement looks so complicated because it's 'masking' the value in 53272. This means that computer will still look at 1024 to PEEK/POKE to the screen, but it will know where our new character set is. So, using location 14336, after running the previous three programs, we can see the new character set by typing:

```
N=14336/2048 (N will now be set to 7)
N=N\2 (N will now be set to 14)
POKE53272,(PEEK(53272)AND 240)ORN
```

Voila! Our character set is on-screen and we're a step closer to writing our own games!



Keep
PEEKing and
POKEing now,
y'hear? Bye
for now.

There'll be
more on
using
characters
next month,
and also our first
tentative steps into using
bit-mapped graphics.
Write to me at:

Professor Brian Strain
COMMODORE FORCE,
Impact Magazines,
Ludlow,
Shropshire
SY8 1JW.

Poke it is!

Now, you should remember my description of the 'video data pointer' in location 53272. This tells the computer to look at the right sections of memory to find the screen and character data. We can change this to look at one of eight blocks of memory. Each block of memory is 2K long — the size of your character set! So, we can work out what to POKE into location 53272 like this:

```
N=address/2048
N=N\2
POKE 53272,(PEEK(53272)AND 240)ORN
```

I look forward to your
letters of confusion,
bemusement and
admiration!

Next month, **COMMODORE FORCE** goes to town with supplying merely excellent computer games. We've already secured the rights to a game that's so good, we're not even allowed to write its name. **CENSORED** is an incredible and addictive game, and I've played nothing like it in years. Another reviewer enthused: 'I've held the joystick long enough to enthuse you. This game fully deserves a place in any self-respecting collection.' The overall mark? A 'resounding success'. Before we forget — next month's **COMMODORE FORCE** is the second greatest C64 game of all time. **COMMODORE FORCE**, Issue 14 — out on December 23rd.

before we forget — next month's **COMMODORE FORCE** is the second greatest C64 game of all time. **COMMODORE FORCE**, Issue 14 — out on December 23rd.

COMMODORE FORCE, Issue 14 — out on December 23rd.

s game crazy. Not content
with tape software, we've
inspired a ZZAP! reviewer
to challenge, compelling
it more than I've played
ever before himself away from
'...a brilliant game, and
respecting games player's
respectable' 96%. Oh, and
we're giving away the
whole time. Well it will be

on sale 16 December, 1993.

CUT HERE
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all my friends to write nasty things about you on popular shrubs,
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My name is
My address is



P

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■ Just in case you didn't know, COMMODORE FORCE is published
by Impact Magazines(UK) Ltd, and distributed by COMAG. Thanks.

COMMODORE
FORCE
SPECIAL RESERVE

So the eighties came to a close and the C64 entered its second decade as one of the world's foremost leisure machines.

Other events included the World Cup (birth of Gazzamania), and Will Evans (reviewer on our sister mag — SNES FORCE) discovering the delights of black hair-dye (birth of Kid Grunge). There were even a few games as well! MILES GUTTERY looks back...

BACK TO THE FEATURE

PART SIX

THE 1990

FEATURE



The year 1990 kicked off in good form with a classy conversion from US Gold. *Ghouls 'n' Ghosts* — sequel to the ever-popular *Ghosts 'n' Goblins* — took the basic humour and runny/shooty gameplay of its predecessor, adding better graphics, a cool soundtrack and larger play area to explore. The way Arthur (the hero) lost his amour on first contact with a

baddie, having to continue in his undies was always good for a laff — the gameplay action at its simplistic, addictive best and as close to the original as you could wish for.



• US Gold set the pace for the year with a stylish sequel.



• Poor old Op' T — An excellent but unreleased conversion.

Ocean's conversion of the all-blasting *Operation Thunderbolt* was equally well-received, earning a whacking 92% but never actually got released due to legal problems (or something). As it transpired a version of the game did eventually see the light of day, but it was far inferior and not worth bothering with. A big shame.

Not to be outdone, *Thalamus* pitched in with *Hetrograde* — an outstanding scrolling shoot-em-up featuring vertical and horizontal action as well as tunnel sections. Atmospheric, chunky graphics and mega-weapons complemented frenetic play to deliver a highly polished blaster for all occasions.

Of course you have to take the good with the bad and US Gold's disappointing conversion of



Strider was BAD! Unnecessarily tight time limits and the omission of the huge guardians that added so much to the arcade machine (and other home computer variants for that matter) left gameplayers with a fairly large and graphically-pleasing but

PUBLISHER	ORIGINAL MARK RECEIVED	CF RATING	AVAILABILITY
US GOLD	96%	CF RATING	92%
ORIGINAL MARK RECEIVED	92%	AVAILABILITY	2/10

PUBLISHER	ORIGINAL MARK RECEIVED	CF RATING	AVAILABILITY
OCEAN	92%	CF RATING	0/10
ORIGINAL MARK RECEIVED	N/A	AVAILABILITY	

PUBLISHER	ORIGINAL MARK RECEIVED	CF RATING	AVAILABILITY
THALAMUS	94%	CF RATING	1/10
ORIGINAL MARK RECEIVED	88%	AVAILABILITY	

PUBLISHER	ORIGINAL MARK RECEIVED	CF RATING	AVAILABILITY
US GOLD	42%	CF RATING	1/10
ORIGINAL MARK RECEIVED	42%	AVAILABILITY	

PUBLISHER	ORIGINAL MARK RECEIVED	CF RATING	AVAILABILITY
TYNESOFT	68%	CF RATING	1/10
ORIGINAL MARK RECEIVED	62%	AVAILABILITY	

PUBLISHER	ORIGINAL MARK RECEIVED	CF RATING	AVAILABILITY
OCEAN	53%	CF RATING	3/10
ORIGINAL MARK RECEIVED	38%	AVAILABILITY	

mundane slash-'em-up. Speaking of disappointments, **US Gold** dropped another clanger with Michael Jackson's *Moonwalker*. After obtaining the license to the spectacular (or so I'm told) film they turned what could have been an interesting theme into a boring plan-view maze effort. Later levels did vary a bit but playing through the lengthy and tedious first stage meant only the most persistent (or bored) players ever got to see them. Oh well...

February saw a belated *Beverly Hills Cop* tie-in but, five years on from the film, you could hardly say it was worth the wait. Plenty of variety was provided by beat-'em-up, maze and 3D driving sequences but none had been given the necessary buffing to really bring out any sheen.



It looks a bit Spectrummy but it's not half as good.

From one let-down to another, **Taito**'s *Chase HQ* — one of my personal arcade faves — was done little justice by **Ocean**. Ported straight from the Spectrum (it was, incidentally, pretty darned excellent on that machine), it ran slowly and jerked about in rather unpleasant fashion. Simply adding a splash of colour to the main sprite was never going to save such a mediocre racer and reviews of the time were quick to point this out.

Busted!

Activision's first outing of the year was another of the 'license without a game' syndrome sufferers.

Ghostsbusters 2 was deadly dull, consisting of three badly-implemented sections bearing little resemblance to the movie scenes they were intended to recreate, offering very little



challenge to boot. In a day-saving manoeuvre, **Mindscape** pulled their master stroke. *Space Rogue* took the trading and dogfighting of *Elite* and incorporated it into a complex RPGish adventure with heaps of sub-plots and missions to tackle. All wrapped up with smashing presentation it gained 97% and Stuart Wynne (then ZZAP! Ed) commented '...the best space game for any machine'. And the price for so much content — it was disk only, rats.

Space Rogue took the best bits of *Elite* and made them better with more depth and character interaction.

Activision continued their uninspired start to World Cup year with *Fighter Bomber*. Packed with nifty static screens and state-of-the-art filled polygon 3D, this flight sim offered zero playability. Once you'd tired of the impressive outside views towards the endless flying across barren landscapes towards a distant target that never seemed to get any closer soon had players reaching for the 'off' switch.

More commendable was *4th Dimension*, which was not one game but four — **Hewson** rounded up some of the biggest names in C64 programming, including Graftgold (of *Paradroid* fame), Sensible Software, as well as a couple of unknown layabouts named John and Steve Rowland calling themselves Apex — I wonder whatever happened to them! The result was a pack of top-quality original games for the cost of a single full price release. Credit to **Hewson**, sadly no longer with us, for having the guts to do something a bit different.

Ferrari Formula One thundered out of the **Electronic Arts** pit lane leaving reviewers and players alike gasping in its exhaust fumes.

Converted from a ground-breaking Amiga game, *FF1* didn't only allow you to race but to play about with all the mechanics and aerodynamics of a modern racing car with wind tunnel tests etc, and then take it out on an accurately-modelled representation of Ferrari's own test track to assess

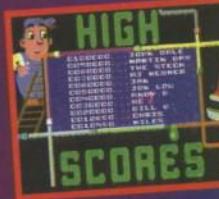
your modifications. When happy, a full 16 race Grand Prix season awaited with the ultimate aim of winning the driver championship. Convincing 3D and many well-presented options make this an experience no to be missed — if you can lay your hands on a copy, that is.

Of the 'blindly simple yet devilishly addictive' posse, *Pipemania* made its appearance — a game that managed to achieve all the compulsion of the best puzzlers without the normally attribute frustration factor. Somehow that 'nuver go' feeling always ousted the temptation to say 'b*****r this' and chuck your telly out of the window. Fitting together different shaped bits of piping may not sound much cop, but you've not lived 'til you try it.

As summer dawned, the month of May yielded an inspired crop of games. Full price new releases averaged an incredible 88% in ZZAP!. The neo-legendary *Turrican* came out top of the heap with 97% due to its array of weapons, speedy eight-way scrolling, snazzy graphics and absolutely huge play-field. An epic shoot-'em-up cum adventure in every sense of the word, *Turrican* has found its way into most software collections and rightly so — it's number 11 in the readers all-time top 100 very month.

Equally impressive but rather different in approach was *Castle Master*. Using an improved graphics system you could view huge, solid 3D objects from an infinite number of angles with the whole thing running far quicker and smoother than previous *Freescape* outings. It remains to this day the finest *Freescape* game on the 64 and, though the find/use object nature of the puzzle-inspired play isn't everyone's pickled egg, it remains a milestone in software development.

Chuckles galore came with *Fiendish Freddy's Big Top 'O' Fun* in which you performed a series of comical circus acts and were then rated on your performance in each by a panel of barking mad judges. When the laughs ran out however, there wasn't all that much to it — just another multi-eventer a la *The Games Series* — and hefty multiload, even on disk, tended to break up the flow of play.



| PUBLISHER |
|------------------------|------------------------|------------------------|------------------------|------------------------|------------------------|------------------------|------------------------|
| MINDSCAPE | ACTIVISION | E.A. | EMPIRE | DOMARK | MINDSCAPE | DOMARK | MINDSCAPE |
| ORIGINAL MARK RECEIVED |
| 97% | 63% | 95% | 94% | 93% | 89% | 85% | 89% |
| CF RATING |
| 97% | 30% | 95% | 90% | 70% | 70% | 70% | 70% |
| AVAILABILITY |
| 1/10 | 2/10 | 1/10 | 5/10 | 2/10 | 1/10 | 2/10 | 1/10 |



• **Italia '90** was a dire footy farce consigned to the doldrums of delapidated crud.

Penalty!

And so, with the World Cup having rapidly into view, everyone braced themselves for the inevitable influx of footy games. The official license, *World Cup: Italia '90* from Virgin, was pretty dire. Hardly remaining faithful to the game (each team only had six players for crying out loud) it didn't even feature a world cup tournament, just a knockout competition and unplayable game sequence. No amount of badges, T-shirts and World Cup paraphernalia included in the package could justify such twaddle. *US Gold's Italia 1990* fared a little better. It wasn't up to *Microprose Soccer* standards but offered a fun, if limited, kickabout. It would however have seemed far more at home on a budget label. *Adidas' Championship Football* was *Ocean's* contribution to the occasion. It was different in that the ball didn't stick to your feet; instead, dribbling was done by tapping it in front of your player — more realistic, yes, but

impossible controls killed what could have been a neat game. Add to this the inability to play a two-player friendly (you could only play head-to-head if two human players were drawn against each other in the cup competition provided) and you're left with a big no-no. No wonder Gazza was crying!



• **Adidas** was the third big football release of the summer and kept up the trend of feebleness.

Taking the *Tetris* theme and elaborating on it was *Klax*. The screen was comprised of a 3D conveyor belt at the top upon which different coloured tiles rolled towards you. The aim was to catch them on a paddle as they reached the end and drop them to form lines, columns or crosses at which point they'd disappear. A fun game that added a new lease of life to a tired gamestyle.



• **Klax** — Tetris in 3D? Make up your own mind.



• **Italy 1990** was way superior to the official World Cup license but don't take that as a recommendation.



• **Time Machine** — a dream for any budding Dr Who's out there.

from the same company was *Time Machine* — a novel arcade adventure in which you had to travel through different periods of time doing this and that to alter the course of history. It was fun travelling into the past, completing tasks than going into the future to view the results of your actions. Another time traveller, but far less enjoyable was *Back To The Future Part II*. Its mixture of dull sub-games failed to capture



• **Marty McFly's** time jumping adventures could have made a great game — they didn't.

the spirit of its cinematic inspiration and instead presented us with a turgid outing to be quickly forgotten. Then came *Flimbo's Quest*...



• **Galaxy Force** was superb fun in the arcades. The C64 version had the speed but lacked the other.

PUBLISHER	ORIGINAL MARK RECEIVED	CF RATING	AVAILABILITY
RAINBOW ARTS	97%	CF RATING	94%
ORIGINAL MARK RECEIVED	97%	CF RATING	94%
97%	CF RATING	94%	AVAILABILITY
CF RATING	94%	AVAILABILITY	6/10

PUBLISHER	ORIGINAL MARK RECEIVED	CF RATING	AVAILABILITY
RAINBIRD	ORIGINAL MARK RECEIVED	64%	CF RATING
ORIGINAL MARK RECEIVED	64%	CF RATING	80%
64%	CF RATING	80%	AVAILABILITY
CF RATING	80%	AVAILABILITY	1/10

PUBLISHER	ORIGINAL MARK RECEIVED	CF RATING	AVAILABILITY
US GOLD	ORIGINAL MARK RECEIVED	66%	CF RATING
ORIGINAL MARK RECEIVED	66%	CF RATING	53%
66%	CF RATING	53%	AVAILABILITY
CF RATING	53%	AVAILABILITY	1/10

PUBLISHER	ORIGINAL MARK RECEIVED	CF RATING	AVAILABILITY
VIRGIN	ORIGINAL MARK RECEIVED	42%	CF RATING
ORIGINAL MARK RECEIVED	42%	CF RATING	20%
42%	CF RATING	20%	AVAILABILITY
CF RATING	20%	AVAILABILITY	1/10

PUBLISHER	ORIGINAL MARK RECEIVED	CF RATING	AVAILABILITY
OCEAN	ORIGINAL MARK RECEIVED	37%	CF RATING
ORIGINAL MARK RECEIVED	37%	CF RATING	37%
37%	CF RATING	37%	AVAILABILITY
CF RATING	37%	AVAILABILITY	1/10

PUBLISHER	ORIGINAL MARK RECEIVED	CF RATING	AVAILABILITY
DOMARK	ORIGINAL MARK RECEIVED	92%	CF RATING
ORIGINAL MARK RECEIVED	92%	CF RATING	82%
82%	CF RATING	82%	AVAILABILITY
CF RATING	82%	AVAILABILITY	1/10



• Good old Flimbo, just look at that parallax, or you could if this was a telly instead of a screenshot!

This hugely enjoyable cutesy-pie was to my mind somewhat underated with the 80% it received from the ZZAP! team. Certainly the actual gameplay was pretty simple and varied little throughout but brilliant graphics and perfectly complemented tunes added oodles to the atmosphere.



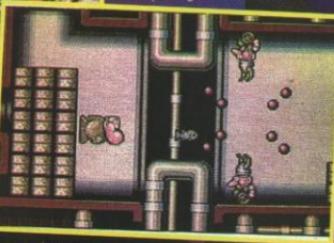
• Iron Man's Supersprint update left more to luck than judgement.

From the sickly sweet of Flimbo to the excitement of monster truck racing, Ivan 'Iron Man' Stewart's Super Off-Road was a heartily applauded update of the classic single-screen Supersprint-style race game. For my part I'm not overly sure why everyone raved so much as I always felt the repetitive and, at times, semi-uncontrollable action (four trucks jostling and bumping to get through

narrow sections often left more to luck than anything else) a bit limited. Sure the tracks were attractive and truck animation very good but, well, everyone to their own I suppose.

Spam, spam, spam

And now for something completely different (soz folks, I couldn't resist it!) Virgin acquired the license to produce a computer game based on the



• Jokes were conspicuously absent, as was playability.

Monty Python series, of all things. Ignoring John Cleese, Michael Palin and the others, the game was based around Terry Gilliam's abstract animations that appeared intermittently during the shows. Unfortunately all it boiled down to was a basic shooter with your character zapping various Gilliam-esque oddities with tins of spam. Visuals aside the game had little to do with the show and not much going for it otherwise.

November spawned perhaps the most overrated game in ZZAP! history, Golden Axe romped home with a rolicking 96%, the reviewers waffling on about "... great beat-'em-up action" and "... masses of moves" — is this the same game I've just been playing? I've just got to level four (there's five in all) using one move continuously. Despite reasonable graphics

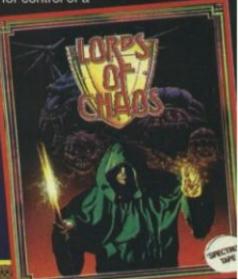
• 96% — are you jesting. Knock off about 30 and you'll get a better idea of what Golden Axe offers.



and a good, atmospheric soundtrack Golden Axe was (and most definately still is) totally without any kind of playability. One wonders what those old ZZAP!ers were on!

Another game showered with praise but, fortunately, rather more deserving was Lords Of Chaos from Julian 'Laser Squad' Gollop. He took the basic LS game design and incorporated it into a sword and sorcery saga with a number of wizards battling for control of a mysterious land.

Though I personally preferred the gun-toting 'Aliens' inspired predecessor for storyline, the new game provided a massive challenge and novel new angle



TIME MACHINE

PUBLISHER

ACTIVISION

ORIGINAL
MARK
RECEIVED

93%

CF RATING

90%

AVAILABILITY

1/10

PUBLISHER

BACK TO THE FUTURE

ORIGINAL
MARK
RECEIVED

59%

CF RATING

59%

AVAILABILITY

1/10

PUBLISHER

IMAGWORKS

ORIGINAL
MARK
RECEIVED

80%

CF RATING

89%

AVAILABILITY

3/10

PUBLISHER

FLIMBO'S QUEST

ORIGINAL
MARK
RECEIVED

80%

CF RATING

89%

AVAILABILITY

3/10

PUBLISHER

SUPER OFF-ROAD

ORIGINAL
MARK
RECEIVED

85%

CF RATING

65%

AVAILABILITY

3/10

PUBLISHER

MONTY PYTHON

ORIGINAL
MARK
RECEIVED

47%

CF RATING

47%

AVAILABILITY

1/10

PUBLISHER

LORDS OF CHAOS

ORIGINAL
MARK
RECEIVED

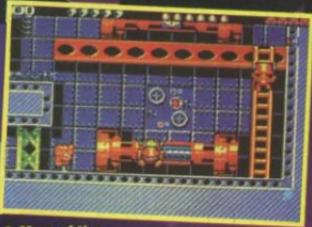
91%

CF RATING

96%

AVAILABILITY

9/10



• More of the same from Rick D — just as good as before, but tougher.

One familiar face made a welcome return towards the end of the year. The ever-intrepid *Rick Dangerous* returned in the sequel to, um, *Rick Dangerous*, called, double um, *Rick Dangerous 2*. Similar in design to *Rick 1*, the sequel had improved graphics and far tougher gameplay while retaining the humour and addictivity that made the original such a hit. The definitive platform/puzzle/adventure involving rough 'n' tumble explorer type in a hat/reaction game.

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Be it an aeroplane, helicopter or submarine, if it moves there's a pretty good chance Microprose have simulated it. **MILES 'CHOCKS AWAY! BUT THEY'RE MINE!'**

GUTTERY had his Milk Tray confiscated until he felt able to tackle the simulation to end them all, perhaps...

PROJECT STEALTH FIGHTER

Flight sims — they're a funny old bunch, eh readers? When done well they can be hugely enjoyable action-strategy bonanzas with more lastability than a Tonka toy. If on the other hand they're not given the necessary thought you invariably end up with an over-complicated turnip hiding behind the 'Manual Britannica' in an attempt to disguise its short-comings.

There's always the initial problem of how to recreate a billion dollars worth of hi-tec military gadgetry in just 64K. With *Stealth Fighter*, Microprose

had one thing in their favour — the thing was so secret no-one knew anything about it. This meant a large dollop of artistic license could be employed to enhance playability without some clever-clogs moaning about a lack of technical accuracy.

Stealth Fighter's presentation is very much in the *Gunship* mould as you choose the battlezone, competence level of enemy defences, easy landings or realistic crashes etc. Of course, being 'in the trade' so to speak, what you might call a 'professional games player' I armed my fighter to the teeth and headed confidently into Central Europe to give those elite Warsaw Pact (remember that?) forces a ruddy good kick up the backside. The folly of my actions was soon realised as within moments I found myself sucking dust in the wreckage that remained of my plane. With a dejected hump I retired to the officers' mess; clearly a swift dip into the manual was in order.

“ putting
due
effort
acc... ”



After a successful bail-out, an OV-22 lifts you on your rescue beacon and press trigger to continue.

“ You really look, I don't care who you are — you're going to without a lot. ONLY



“ Like a bird on the wing, flying where the air is clear. Aah — it makes you glad to be alive. Oh well, best go find someone to drop bombs on, eh... ”

JAMES!



Once upon a time, air combat wasn't just dangerous — it was totally, totally dangerous. Flying around while other pilots pump lead into your plane... it'd be a bum way to spend an afternoon. These days, pilots can jump into a plane and pick off their opponents from a safe distance, and if they fancy dare-devil manoeuvres, they can go rent the Top Gun video. Personally, I wouldn't touch a plane with a barge-pole — for a start I don't possess such an object, and secondly I've no fetish for poking aircraft from a distance — but seriously, *Stealth Fighter*'s not at all bad. I'm not a great flight sim fan, but I reckon this ranks just below *Gunship* which, in my books, makes it 86% a very accomplished sim indeed...

After suffering the indignity of a few training flights 2nd Lieutenant Miles did return to active duty somewhat more aware of his own frailties.

Quietly does it...

A great variety of missions are available, from photo-reconnaissance to bombing ground targets or intercepting enemy aircraft. Successful completion of assignments leads to promotions and decorations. On your safe return you're given a mission score as well as a 'stealth rating'. This comes in percentage form and is supposed to give an idea of how well you utilised the aircraft's stealth capabilities, these being most effective at altitude with low throttle and all external weapon bays closed to minimise radar-visible surface area. Stealth is used to get within sight of the target, but attempting a bombing

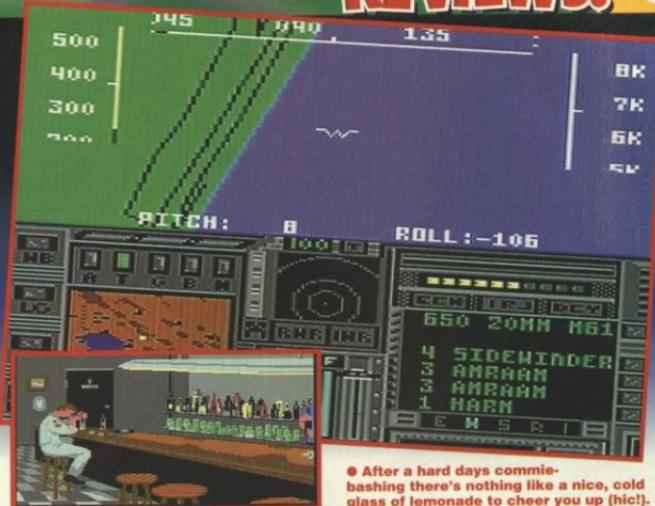
run at 35 thousand feet would be hopelessly inaccurate. Once in range there's no choice but to get low and practise some good, old-fashioned seat-of-your-pants flying. If you get it right and hit your target on the first run, you can climb back to stealth altitude, leaving the enemy wondering what hit 'em.

Miss, and your only option is to come around for a second pass — however, the bad guys'll be ready this time...

Despite the innumerable keyboard controls and large number of options, *Stealth Fighter* is shin-

Next Mission Assigned to
2nd Lt. Hello Joe
Missions Flown: 8
Last Mission Pts: 8
Total Points: 8

Format New
Start New
Save This
Recall Pts
Begin a Mission



After a hard day's commie-bashing there's nothing like a nice, cold glass of lemonade to cheer you up (hic!).

your thing, then I'd advise you steer clear. It's the most realistic, detailed and playable game of its genre available for the C64, and will give many hours of enjoyment simply mastering the potential, and then...



MILES! 88%



Complex combat manoeuvres pose no problem, it's those pointy turns I don't get.

PRESENTATION
GOOD TRAINING
FACILITY TO GET
YOU STARTED

GRAPHICS
A BIT BLAND BUT
YOU HARDLY
NOTICE

_SOUND
GOOD ENGINE
START-UP
EFFECT

HOOKABILITY
EASY TO GET INTO
BUT MULTILOAD MAY
ANNOY AT FIRST

LASTABILITY
A VARIETY OF
MISSIONS - SCOPE
FOR EXPERIMENTATION

80%
83%
75%
73%
66%
72%

FORCE FACTOR 87%

BOX TWENTY: SCI-FI

• Prism, £19.99

Twenty games in one pack? Bargain or what? It's not as if the games are going to be old and dodgy titles previously

released by software houses to little critical acclaim, is it? JAMES 'NO, NO, NOT A COMPILATION REVIEW' PRICE reveals all...

A aspects of a Prism compilation:

1) *Battletech*. While undeniably an above-average RPG, it's time-consuming to play and — if you're reviewing it — write about. It also has an abundance of 'texty' bits with dialogue so tacky and clichéd anyone with the slightest creative spark will cringe from start to finish. Its strange 3D perspective is all very fine and well, but when things are portrayed as being above the ground — to be a little clearer, something such as an arch — I expect to be able to walk under them. I'm also not a great fan of relentless disk access, especially when the purpose of it is to boot up the aforementioned text. As a whole, *Battletech* isn't bad, just flawed —

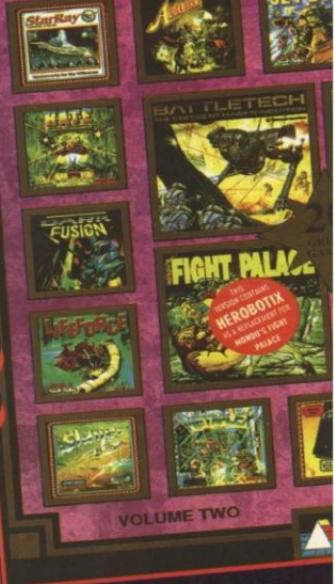
but there's a lot in it, and according to an individual in the office next to us, it's something of a classic once you've mastered it. Yeah, right.

2) *Inspid shoot-em-ups*. The first of these is *Vengeance*, a blaster so poor that any Alf Yngve *SEUCK* game you care to mention positively stamps on its mediocre (and metaphorical) head. *Mega Phoenix* too, despite its serviceable graphics and Maniacs of Noise soundtrack, is a sad offering. A conversion — I'm not sure if it's official or not — of the ancient coin-op, I can't see any attraction other than, okay, older gamersplayers might feel a bit nostalgic. I expect more than a *Space Invaders* variant these days.

Speaking of which, the ex-Logotron game *Starry* is rather reminiscent of *Defender*. The downer is, despite the sound concept, it's not half as good as it could've been. Get the similar but much more playable *Insects in Space* instead.

Whereas *Vengeance* is of a lower quality than your average *SEUCK* game, *Hades Nebula* looks like

BOX TWENTY
TWENTY SCI-FI GAMES

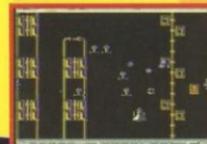


VOLUME TWO

one — and a poor effort at that. Flickery graphics, dull use of colour and uninspired gameplay all combine to make it a game to play for five minutes before resetting.

3) Obscure platform shoot-em-ups. *Future Knight* fits this bill and, although it has its moments, shows its age. Oh, and the many baddies that appear are largely unintelligent, particularly irritating and badly defined — I mean, balloons and ghosts in a sci-fi scenario? And what the hell is *Alien* supposed to be? At first glance it looks like a *Xenomorph*-type game, but with closer examination, its lack of gameplay and failure to inspire excitement of any kind results in a confident leap towards the C64's on/off switch. Much better (but still lacking) is Denton Design's *Eye of Horus*. I've always been a fan of the Denton's creations — this month's *Rave Review*, *World Class Rugby* is one of theirs — but *Eye* just isn't gripping in the slightest. I can appreciate their attempt to make it different to the norm by researching the Egyptian Myths on which it's based, and the graphics aren't bad either, but it falls way short of the mark in my opinion.

Lifeform: deary me. 1/10.



Time Fighter: No! No! No!



My, what pretty colours!



Starry: lacking.



Space Aca



IN ONE PACK



C 64/128 DISK

classic *Zynaps*, possibly even *Armsyle*, but without those essential ingredients that make shoot-em-ups stand out from the crowd. *Slayer* looks and sounds well enough, but as they say, beauty's only skin deep. *Steel*, similarly, scores highly on cosmetics, but really — it's no game.

6) *Time Fighter*. It's utterly, utterly crap. I can't bring myself to write anything else about it. Now if Miles wrote that, I'd probably write loads of 'You're Fired' — Ed' comments after it, or pass the text back to him and ask him to explain why the game's so bad, but with *Time Fighter* I could almost excuse anything. If you meet the programmers, tell them I said that, okay? *Metaplex*'s coder deserves to lose pocket money for a week too — of all the games he (or, albeit highly unlikely, she) could have ripped off, why *Nonteraqueous*? Amazingly, another game in this pack plays and looks similar, but owes more to Ocean's *NOMAD* than anything else. Still, it's nothing impressive, though mapping fans might go a bundle over it.

7) A game that allows you to blow up scenery. *Lifeforce* isn't particularly impressive, but almost every wall is scarred in some way if shot. Attention to detail like that deserves praise; it's a shame *Lifeforce*'s gameplay isn't up to much, though...

8) A loading problem. This review is being written just before our final deadline, and our copy of *Jetboys* won't work. ZZAP! awarded it 52%, so I figure I'm not missing much...

9) Three ex-covertape games — *Dark Fusion*, *Artura* and *H.A.T.E.* — of which, *Dark Fusion* is undoubtedly the best.

So there you have it. *Box Twenty: Sci Fi* is — in my opinion — a collection of mostly old and consistently third-rate titles. However, when you consider each title costs a mere £1, does its quantity and inexpensiveness make it a bargain?

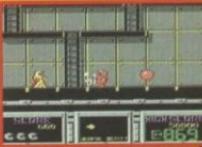
Well I wouldn't buy it...

JAMES! 40%

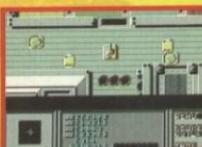
y: cack.

Slayer: Not all that bad...*Jetboys*: no comment.

...BUT WHAT'S IN IT FOR ME?

Artura: forever dodgy.*Battletech*: okay, sort of.*Cosmic Causeway*: Hmmm.*Dark Fusion*: the best.*Eye of Horus*: eh?*Future Knight*: dated.*H.A.T.E.*: aptly named.*Hades Nebula*: SEUCK off.*Purple Haze*, apparently.*I Alien*: oh dear.*Megaphoenix*: How old?

Look at all those craters!



WELL'S WORK IN PROGRESS

After a month of intensive programming, Escape from Arth and City Bomber are nearing completion. And contrary to popular opinion, it is all work work work — or so JOHN 'EASY LIFE' WELLS reckons...

I've been extremely busy this month — what with *Easy Lives*, *Breakthrough* and this diary. Not forgetting *Escape From Arth* and *City Bomber* — that's why I'm writing this, isn't it? It's a classic case of having too much to do, but I'm getting there! Oh, if you've been wondering what's happened to *Breakthrough*, then don't panic — it's been delayed slightly. This is because of some new additional design that will make it more different than your usual blast.

If you remember, last month I completed *Arth's* background editor and enemy routines. This month I'm adding and improving the graphics, sprites and enemy attack waves — plus inserting the music and sound effects, amongst other things, to both games along with *City Bomber's* landscape editor...

While working on *Arth's* random enemy generator I came up with a new idea — why not include an option on the title screen to select either random or set enemies? This would make the game slightly easier on the set enemies, because they would always re-appear. Other parts I decided to randomise were the position of each ammo pod and the actual enemy sprite graphics — including the skyline. This makes the game more interesting as each time you start a new game something will always be changed. I'll also use this technique on the end sequence — every time the game is completed, something different will always happen; with this, perhaps

people will want to complete it again and again...

To progress in *Arth* you must search around the planet and find the beam switches — at this point you can turn a beam off by moving over the switch. This opens up a whole new system of locations in which you must find a new switch etc. There's a time limit in which you must escape (this is optional) and the energy bars for your lives and firepower are now in working order. A problem I came across while playtesting were the entrances. These can either be forwards or backwards and the gameplayer could get confused; so to solve this, I've included various arrow pointers above each entrance.

The original graphics look a bit drab, so I've decided it's time for an overhaul. The skyline needs to be more effective — with the randomise feature in mind I came up with three different styles. The first is large mountains which fade into the black background, a forest-style skyline and finally a proper city skyline — which I think is the best of the three.

I've also updated the background graphics with new pipes, trees, buildings etc. To give the trees a bit more detail I made circles of light, this looks much better than the plain green colour. I've also used the RCM (Raster Colour Mix) technique on the buildings and other various parts in the game. More sprite graphics have been drawn, these will be used for the random feature and will be transferred to the existing frame areas. There are 16 different main enemies all together, with four large end-of-game baddies.

The music (which Paul has composed for *Arth*) has now been finished and is quite atmospheric — this includes title, high-score, in-game, end sequence and various other tunes. The in-game tune is fast, spacey and up-beat, suiting the game very well. I've got the sound effects sorted and these work well with the filter, but problems arise when they're played on the C64C. However, I've included a special option that allows you to alter the sounds to

suit your machine.

The main part of the game is now complete — but high-score tables for each player need to be installed, along with extra presentation and the random end sequences. Other small pieces of code will be programmed: for example, a colour toggle mode to change multicolour backdrops or sprites and volume controls will be enabled. Although these won't add to the playability of *Arth*, they'll mean the game has more features — in my opinion, this adds a little something special.

And the *City Bomber* work? The first thing I had to write before continuing any further game design was the landscape editor. This had to be totally compatible with the object editor, so a new set of special pointers had to be made. These would need to be stored and read by both editors. From this point, the landscape editor began to take shape. It took a couple of days to finish, and it works in a similar way to *Arth's* screen editor. You can toggle through the main objects and store them in a 16x255 char window — which holds the main chars and colours. Each object is then also stored in a three pointer memory bank, for vertical and horizontal positions plus the object number.

A plot routine needs to be programmed next, to store the level back into the main landscape window. The amount of memory saved for each level is huge — it's taken up less than I ever expected — so I'm quite pleased with it. Now I can start putting things together — the main crafts slowly loses height, so if you come into contact with any buildings you'll lose a life. When this happens another craft appears at

the top and the whole process starts again. I'm using this



ONDERS

PART TWO!



• City Bomber — expect to see a cover demo pretty soon.

• He's a nice bloke that John Wells, and clever too.

method because it would be downright annoying if you had to restart the level — also there's the two player option to consider.

Missiles from the city are another

obstacle to avoid. These were programmed with random speeds and can be either dodged or destroyed by your missiles. I tried the craft under inertia, but this caused problems when trying to dodge a fast missile — as you couldn't get out of the way in time. To remedy this I've included an option to select between inertia or normal modes (the player can the decide for themselves). To vary the graphics more, there needed to be some extra design work. I opted for a night and day feature — not only will each level have different-style backdrops, but they'll vary in time.

During the day there are parallax clouds, but at night there'll be parallax stars instead.

Another idea I've come up with recently is a craft selection mode at the start. This will allow the player to choose one of 20 craft to fly instead, of having the same one all the time — also, level passcodes will be programmed in to improve the playability.

More action from the Wells household next month, including — fingers crossed — two covetate demos. Until then...

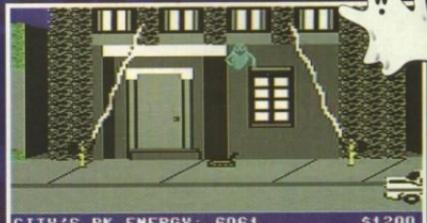
In a world exclusive I can now reveal that James Price is none other than... MOOMINTROLL — it's true! I'd suspected all was not as it seems with old Jimbo for a while, but in the absence of irrefutable proof I was forced to hold my tongue, until now. That pale complexion first aroused my curiosity and immediately I understood his strange affinity for baggy, untucked T-shirts — could it be to cover a rotund, Moomin-like belly? In a controlled reactionary experiment I mentioned in passing that I'd just happened to see the Sand Lion about. Visibly alarmed, the normally relaxed Editor did scuttle away, glancing back over his shoulder and has since been cowering behind the desk of our erstwhile stable-mate Steve Shields. That's when he made his final mistake. In an attempt to cheer himself up he began to sing a little song — 'All small creatures should wear bows in their tails' he chirruped! With the final piece of the puzzle in place I believe it my duty to report these sinister findings — make of them what you will.



THE TIP

GHOSBTUSTERS

If you want to go ghost busting without entering your name as ANDY with the account number 777 for enough cash to buy a very large amount of equipment indeed. The only problem with this cheat is that it doesn't allow to complete the game properly — but it's worth a laugh...



COMMOTION CLEAR-UP

If it seems many of you had problems with line 3 of Issue 11's Ocean games had

Well, with a bit of ingenuity (and a word with Brian Strain) I've managed to sort

out — replace line three with:

3FOR X-384 TO 411 : READ Y :
C-C+Y : POKE X,Y : NEXT
4IF C>>2740 THEN PRINT "DATA
ERROR" : END

You'll have to re-number the subsequent lines (four becomes five, five becomes six etc).

WINTER CAMP

Pause the game (RUN/STOP) then type the appropriate password from the following list to skip that level.

Level 1

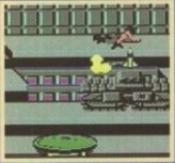
Level 2
Level 3
Level 4
Level 5
Level 6
Level 7
Level 8

MY NUTS ARE
FROZEN
OH MY SORE BUM
BLOODY BEARS
YUK SARDINES
JDF RULES
BART WAS HERE
HI HOMER
SOD IT

POSTER!

MIDNIGHT RESISTANCE

Some people do find this Ocean/Hit Squad spectacular a bit difficult — but no more...



```

1  POKE X-380 TO 446 : READ Y : C=C=Y : POKE X,Y : NEXT
2  IF C=>7656 THEN PRINT "DATA ERROR" : END
3  POKE 157, 128 : PRINT CHR$(147) : SYS 380
4  DATA 032, 086, 245, 169, 032, 141, 084, 003, 169, 146, 141
5  DATA 085, 003, 169, 001, 141, 086, 003, 096, 023, 001, 026
6  DATA 072, 169, 000, 141, 253, 019, 141, 215, 019, 169, 234
7  DATA 141, 228, 181, 141, 229, 181, 141, 230, 181, 169, 173
8  DATA 142, 060, 040, 169, 087, 141, 096, 010, 169, 165, 141
9  DATA 097, 010, 169, 090, 141, 098, 010, 104, 173, 032, 208
10 DATA 096
11 END

```

STEG THE SLUG



Trouble with Tyunguns? Don't get into a tizzy — these passwords will see you get a little further.

Level 2
Level 3
Level 4
Level 5
Level 6
Level 7
Level 8
Level 9
Level 10

RDNUHCCMGU
EDOUTIOCKO
HDPFUVLCCM
ODQMFUVLIC
MEBHEPTIAG
LECGODTRHK
NEDGFLDVLR
OEFVHAGHLY
PEGTTTHIGLD

ROBOCOP

ROBOCOP



I remember playing this loads on the Spectrum — a bit easy if I may say so. On the other hand the C64 version's different heap of compost. Here's a plateful of time and energy.

```

1  FOR X-368 TO 438 : READ Y : C=C=Y : POKE X,Y : NEXT
2  IF C=>8571 THEN POKE 157, 128 : SYS 368
3  PRINT "DATA ERROR"
4  DATA 32, 86, 245, 169, 32, 141, 84, 3, 169, 134, 141, 85, 3, 169
5  DATA 1, 141, 86, 3, 96, 72, 77, 80, 72, 169, 96, 141, 147, 172
6  DATA 141, 104, 173, 169, 32, 141, 38, 247, 169, 163, 141, 39, 24, 7, 169
7  DATA 1, 141, 40, 247, 104, 173, 32, 208, 96, 72, 169, 96, 141, 36
8  DATA 117, 141, 147, 168, 169, 173, 141, 125, 176, 141, 236, 167, 76, 158, 1

```

TOP OF THE MONTH

CART WINNER!

It's been a month of discovery for sure. After the revelation of James' true identity it turns out that Doctor Who lives in Leicester and goes by the name of Chris Whartor, and his TARDIS is not a phone box at all, but a small envelope. The envelope in question plopped through the door with the barest hint of a sound but when opened yielded a mass of tips the proportions of which I had not believed possible. So Chris, for your time travelling exploits you're this month's winner. Strange how there were no cheats for Dalek Attack, hmm...

MAZEMANIA

Plug the joystick into port one and move it around in circles for several rotations, then press fire a few times. Now plug back into port two and press SPACE to skip levels.

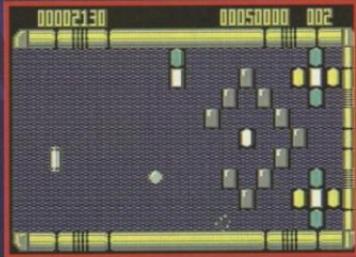
THE ACTION REPLAY BIT

Matthew Gibbons from Grimsby reckons he's a bit smart having worked out these AR pokes, and guess what — I think he might be right!

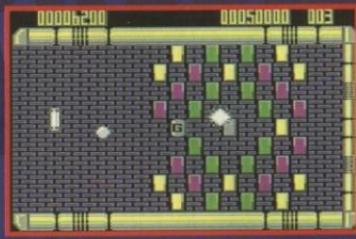
■ Barbarian 2	POKE 35441, 165	Lives
	POKE 37742, 165	
■ Defenders Of The Earth	POKE 7280, 173	Lives
	POKE 15972, 173	
■ Rainbow Islands	POKE 29508, 189	Lives
■ Creatures	POKE 15596, 60	No collisions
	POKE 15596, 13	Collisions on
	POKE 7328, 173	Lives
■ Bubble Bobble	POKE 1240, 189	Lives
■ Batman — The Movie	POKE 4866, 173	Lives
■ Stormlord 2 — Deliverance	POKE 42339, 173	Lives
■ Strider 2	POKE 33762, 165	Lives
■ ESWAT	POKE 6156, 173	Lives P1
	POKE 6132, 173	Lives P2
■ Exolon	POKE 7427, 173	Lives
	POKE 5650, 173	Grenades
■ License To Kill	POKE 8448, 173	
	POKE 11565, 173	
	POKE 14730, 173	
	POKE 15185, 173	
	POKE 33056, 173	
	POKE 63142, 173	Lives
■ Elvira	POKE 2195, 173	Lives
■ Bombuzal	POKE 5490, 173	Lives
■ Sanxion	POKE 14142, 173	Lives
■ Roadrunner	POKE 43241, 165	Lives
■ Ghostbusters 2	POKE 2261, 173	Lives
■ Chase HQ	POKE 36702, 173	Turbos
	POKE 61247, 0	Time
■ Gremlins 2	4237, 173	Lives
■ Golden Axe	POKE 8524, 173	
	POKE 13158, 173	Lives

NB The Golden Axe pokes must be re-entered on each level.

Carts at the ready... and... RESET!



Robert Smith of Hyndland, Glasgow has this incredibly simple infy lives cheat for Issue Seven's Breakout game. All you need to do to get lives in innumerable numbers is enter your name as 'C' on the high score table.



KRACKOUT

THE ADD

The game the word 'tricky' was invented for. This list should put the smile back on Gomez's face.

```

0   REM ADDAMS FAMILY CHEAT
1   FOR X=271 TO 327 : READ Y: C=C+Y : POKE X,Y : NEXT
2   IF C>=5919 THEN PRINT "Data Error" : END
3   INPUT "INFY LIVES Y/N": AS : IF AS="N" THEN POKE 314, 206
4   INPUT "INFY CREDITS Y/N": BS : IF BS="N" THEN POKE 319, 206
5   POKE 157, 128 : PRINT CHR$(147) : SYS 271
10  DATA 32, 86, 245, 169, 32, 141, 84, 3
11  DATA 169, 1, 141, 86, 3, 96, 87, 65
12  DATA 90, 72, 169, 32, 141, 121, 5, 169
13  DATA 53, 141, 122, 5, 169, 1, 141, 123
14  DATA 5, 104, 173, 32, 208, 98, 72, 238
15  DATA 32, 208, 169, 173, 141, 1, 49, 169
16  DATA 173, 141, 83, 45, 104, 173, 32, 208
17  DATA 96

```

If you're still having probs then here's a complete solution. Just add water and stir 'till the mixture reaches a similar consistency to boiled blu-tac... or something.

LEVEL 1

■ In door, left (bottom of screen), in door, left, left, get key, right, in door, right, left (top of screen), left, in door, right, right, get key, left, left, in door, right, in door (bottom of screen), left, left, in door, key, in door, right, in door (top of screen), left, rescue Pugsley, right, in door, right, right, right, down, right, in door (bottom of screen), right, right, in door, right, rescue Lurch, left, in door, left, left, in door, left, left, left, left, left, in door, left, in door — level complete.

LAST NINJA 2

Owen Kelly from Cork sent in a rather excellent technicolour solution to this isometric oriental offering but, due to lack of space, I've been unable to squeeze it in. However, here are his cartridge pokes for each level. The first poke is for lives, the second for shuriken.

Level 1

POKE 37456, 173
POKE 46594, 173

Level 2

POKE 36690, 173
POKE 45218, 173

Level 3

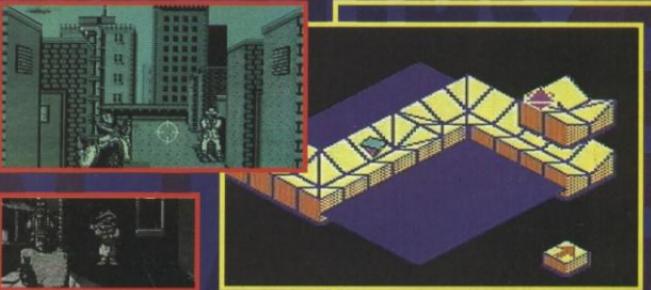
POKE 31852, 173
POKE 40153, 173

Level 4

POKE 35481, 173
POKE 44925, 173

Thanks muchly Owen — you're well 'n' truly in print.

THE UNTOUCHABLES



Level 5

POKE 35771, 173
POKE 44707, 173

Level 6

POKE 36879, 173
POKE 45788, 173

Level 7

POKE 34444, 173
POKE 43049, 173

SPINDIZZY

AM'S FAMILY

LEVEL 2

■ Right, left (top of screen), in door, right, in door, left, in door, right, right, right, down, in door, left, down, right, right, right, right, in door, right, right, in door, right, in door (right hand side), in door (top of screen), left, down, left, left, left, left, in door, right (bottom of screen), in door, left, left, get key, right, right, in door, up, left (top of screen), in door, left, rescue Morticia, right, right, in door, down (left hand side), in door, right, right, right, right, up, right, in door, in door (bottom of screen), in door (left hand side), left, left, left, in door, left (top of screen), left, left, up, right, in door, up, left, left, in door (bottom of screen), right, right, right, right, in door, right, right, in door — level complete.



LEVEL 3

■ Right, right, right, in door, left, in door, right, right, down, left, left, in door, down, left, in door, left, left, left, in door, left (top of screen), left, left, in door, right, right, up, rescue Granny, down, left, left, down, get key, up, in door, right, right, right, left (bottom of screen), left, left, down, right, in door, rescue Thing, in door, up, right, in door (left hand side), left, right (top of screen), in door (top of screen), left, left, left, in door, left, left, rescue Wednesday — game complete. Hurrah!



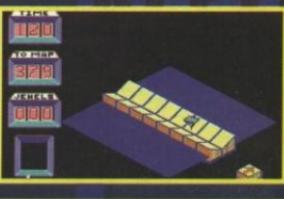
the title sequence. Now, during the game, you can press F5 for more time, F7 for an energy top up or the left arrow key while paused to skip levels.

That pesky Glaswegian tips merchant Robert Smith's been a right busy little sausage this month: what with his *Krakkout* cheat and this listing for the outstandingly gob-smacking *Spindizzy*.

```

10 A=679
20 READ B : POKE A,B : A=A+1
40 IF A<>255 THEN 2
50 SYS 679 : LOAD
60 DATA 120, 169, 52, 133, 1, 162, 6, 189,
7, 8, 157, 0, 223, 202, 16, 247, 169, 55,
70 DATA 133, 1, 88, 96, 255

```



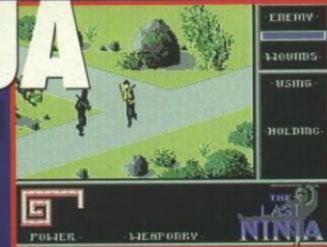
THE LAST NINJA

If that infernal Shogun's still at large, here's a little prog that should help you remedy the situation.

```

3 POKE 649, 0 : L=579 TO 640 : READ A : POKE I, A : C=C+A : NEXT
4 FOR I=1722 TO 31735 : READ A : POKE I, A : C=C+A : NEXT I : IF C=8876 THEN SYS 579
5 PRINT "ERROR IN DATA"
6 DATA 198, 157, 78, 41, 3, 169, 0, 162, 1, 168, 32, 186, 255, 32, 189, 255, 32, 213, 255, 120, 136
7 DATA 140, 21, 3, 169, 128, 141, 237, 2, 238, 119, 244, 238, 120, 244, 169, 166, 141, 20, 3, 108
8 DATA 20, 3, 162, 121, 142, 178, 3, 206, 179, 3, 76, 3, 169, 197, 141, 135, 120, 76, 191, 3, 12
9 DATA 0, 0, 169, 49, 141, 159, 2, 169, 234, 141, 160, 2, 96

```



RAINBOW ISLANDS



Load the game by typing LOAD "CODE", 8 and RETURN then when the cursor appears type POKE 28435, 189 and RETURN for lives or for credits POKE 16868, 173 : POKE 18522, 173 and RETURN. Type RUN to start.

BIONIC COMMANDO

A cool olde which (apparently) inspired the platform levels of the excellent Batman: The Movie, it's a pig to complete though so please accept infinite lives courtesy of COMMODORE FORCE.

```

1 FOR X=525 TO 580 : C=C+Y : POKE X,Y : NEXT
2 IF C=5093 THEN POKE 157, 128 : SYS 525
3 PRINT "DATA ERROR"
4 DATA 32, 86, 245, 169, 24, 141, 208, 8, 169, 58, 141, 209, 8, 76, 1, 6, 8
5 DATA 72, 77, 80, 169, 45, 141, 40, 16, 169, 2, 141, 41, 16, 76, 0, 16
6 DATA 169, 58, 141, 183, 3, 169, 2, 141, 184, 3, 76, 168, 3, 169, 16, 5, 141
7 DATA 94, 29, 141, 188, 86, 76, 0, 5

```



THE GREAT GIANA SISTERS

There aren't all that many copies of this fine little number around, as Nintendo saw to it that Giana's rather too Mario-like antics were quickly withdrawn. Still, if you're lucky enough to have it here's a nifty way to skip to the next level — just hold down M, A, R, I, N (?) while playing.



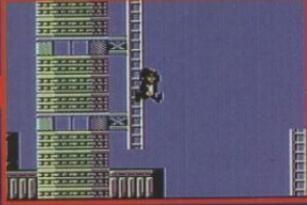
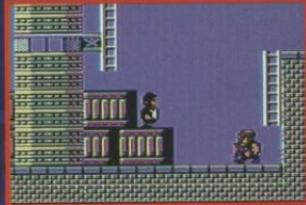
CYBERNOID 2

A fine but frustrating shoot-'em-up, this. Wouldn't it be neat if you could access a cheat mode when the going gets tough? Well just try re-defining the keys as Y, G, R, O and see what happens...



I seem to recall that some months ago (under the previous tips regime) a map and solution appeared for level one of this succulent little wombat. Well here's a full solution for levels two through to five — after all, we couldn't let those orphans down...

THE BLUES B



LEVEL TWO

Walk right, duck the gunman's bullets and climb on the large boxes, get the records, jump right, up the ladder, jump left and get the records. Now go to the right-hand edge and jump right, head right to the edge and jump right onto the large boxes. When the gunman stops firing go right onto the next large boxes, get the records and go to the edge, jump right, get the records, go right onto the next step, left, get the records.

Go right, up right, right, up right, get the mystery bonus (a question mark symbol), right, get records, up right, get records, up pipe, right, get crate, Go left, kill workman, right, get crate, right, down, ladder, kill workman, right, get crate, kill gunman, get records, left, up ladder, left, kill workman, right, get crate, left, kill workman, left, up first ladder, right, get records, at the edge jump right to avoid

the spikes, dodge the mystery bonus, go to the edge, jump right, avoid mystery bonus, go right and stand on the edge, jump right, right, up ladder.

Jump right, get crate, right, kill workman, walk right to the edge, walk off the edge but pull left on the joystick as you do so, crawl left, get crate, throw it, get hat and shades, right, walk off edge, left up ladder, left, jump left, on conveyor belts: when you reach the edge jump left to avoid spikes, climb up the stairs, when the workman is to the right you should jump left, get records, climb railings, get records, jump to get the records above you.

Go left, when the gunman's to the right climb the railings, jump left, avoid or get the mystery bonus, get records, get microphone, right, when workman is left go up the railings (on the right-hand side), jump right, get records, right, jump right, get records, jump right, jump right, avoid '?', right, right, avoid '?', right, jump workman, get bonus.

Go right till end of workman's patrol, jump left,

jump right, get heart, right, right, get records, up ladder, climb steps, up right, climb steps, when gunman above is to the right you should jump left, up ladder, swim left, up ladder, right, the springs at the bottom make you jump high so just pull right on the joystick, slide down, right, slide down etc (until the end), down ladder when the gunman's to the left, climb big boxes, up ladder, down pipe, up right, get red flag.



LEVEL THREE

Go left, down ladder when knight is right, left, get box, right, kill guard, right, down ladder, right, up ladder, right, jump cop, right, jump guard, right, get records, left, up ladder, jump and pull joystick right when in the air, jump right, right, slide down edge, right, right, crawl left, get records, crawl right, jump gunman, crawl right, get records, slide off edge, right (pull left when in the air), get crate, kill guard (when you can see him), crawl left, left, down ladder, right, get crate, left, down stairs.

Left, up ladder, kill guard, left, here there's a door with a lever upright, jump at level, left, down ladder (all the way), left, get records, crawl left, down steps, left, down wall ladder (watch out for the laser on the wall), right, down wall ladder, left, get records and jump spikes, left, up stairs, get records, down the left side of the stairs, get records and jump spikes, left, up stairs get records, down left side of stairs, get records, up stairs, get records, up ladder, right, get records, right, up ladder, up ladder, left, get record, (the bonus is a minus 20 pointer but can't be avoided).

Get record, jump at pink lever, right, down ladder, get record, down ladder, left, down ladder,

right, down stairs, right, up stairs, down right-hand side of stairs, jump spikes, up stairs, down right-hand side of stairs, right, jump spikes, right, up wall ladder, left, up wall ladder, right, up step, right, crawl right, right, up ladder (only half way) then go left, crawl left, up ladder, left, jump left, left, jump left, left, down ladder, crawl left (avoiding bullets and missing laser), up ladder, left, down step, get records, left, down left-hand side of hole (pull right before bottom), right, when rat is on the right go down ladder, right, jump on the table, when rat is left go right and up the ladder.

Right, down ladder, get crate, right, up ladder, kill guard, right, get records, down ladder (pull right at

bottom), down ladder, left, up ladder (when guard is left), left get crate, kill guard, left, in first door, avoid both bonus', left, get records, right, out of shop, left, go in second shop, left, go in second shop, crawl right to avoid broken record, get bonus, right crawl left, out of shop, left, down ladder (pulling right at the end), right, jump spikes, right, jumps pikes, right, jump spikes, right, crawl right, right, down step, jump rat, right, step right (up to edge of spikes), jump to get records, left, up ladder, left.

Jump guard, left, jump on table, jump on platform above table (avoiding laser), jump right, climb on table, up, right to the part where the wall below you is thinner than the rest of the wall,



ROTHERS



LEVEL FOUR

Go down the ladder, grab the crate and kill the green blob, jump down the hole into the water, swim over to the ladder and get out. Continue right, kill the blob and move into the ladder, climb up and collect the records, dive down the hole, swim right to the door then go up the ladder, pick up the crate and jump out of the open gap onto the railway. Chuck the crate at the workman, move left over the trains until you reach the end.

Fall through the platform and head down the tunnel to the left — the other route is far more difficult. Anyway, you'll now find yourself in a room with seven doors. The two

down, right, jump right, right, up ladder, get amplifier, down, left, jump left, left, jump left, climb on table, jump, left, up ladder, climb on springy bed (makes you jump very high), at the top of the jump go right, right, get crate, kill cop, right, climb on table, jump right, right, climb on springy bed, right at the top of the jump, right, down, down, down, left, down wall ladder, left, down wall ladder, right, down wall ladder, left, down wall ladder, right, climb step, right, climb wall ladder, right, jump left, jump left (avoiding laser), jump to climb ladder, jump right, jump spikes, down ladder, pull left or right at the bottom and get the red flag.



lowest switch between each other, the next up contains a heart and a green blob, the one up and to the left can't be opened and the right hand one switches between the top door. The final door has three rooms.

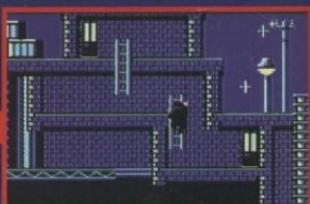
The first contains a few records, collect 'em and slide down into the water. Collect the poster, records and mystery bonus then go up to get the extra life. Go to the ladder, get the heart if required, walk right, go up the ladder and down the other side, get the crate and jump into the water. Get to the ladder on the other side and climb up onto the platform. Kill the baddies and get the flag.



LEVEL FIVE

Go right, dodging the dog on the way, climb the ladder, dodge baddy and get mystery bonus and records. Kill the workman to gain access to the roof, don't bother with the crane. Climb the ladder, run right and jump off the edge avoiding the fire and mystery bonus. Go up the lift on the right, onto the second lift and onto the platform. Climb up the purple wall and climb the four ladders, get crate and jump onto the left hand platform, kill baddy, go up ladder and get another crate. Climb the next ladder and run to the right jumping before you touch the wire and you'll land on a new platform.

Go right and collect the concert permit, jump onto the purple wall and walk to the other side. Kill baddy with one of the crates then go right and jump up three platforms to find a heart. Fall back down the ladder with a crate and kill the baddy. Go down two more levels then down the ladder and down again, then down the last ladder and jump off to the left. Jump the gap and make your way down the steps and platforms to another ladder, pick up crate on the left, climb down ladder, kill baddy and go right. Go up the lift and jump into the little room and collect the records. Get the crate then climb the ladder and kill the last baddy. Go to the top of the lift on the left and jump up three platforms and on the furthest one you'll find an extra life. Climb the purple wall where you're faced with the third lift. Go up to the top and get the flag.



LEVEL SIX

Go right and kill the guard and policeman with the two crates. Take the third crate and go down the lift, go right at the bottom and kill the policeman, carry on right and fall off the edge of the platform. Climb back up left taking a crate and go left to the lift. Go up and left to the door just beyond the policeman. Go down the two ladders and enter the second door, walk down the steps onto the stage.

Wahey! The orphanage is saved, the band's back together and the game is well and truly completed.



PARADROID

With an army of adoring fans and other assorted ventilation gadgetry *Paradroid* occupies a well deserved place in the C64 hall of fame. To turn off the collision detection, before loading type SYS 63278 and hit RETURN, then press play. When the FOUND *Paradroid* message pops up type in the pokes below, always remembering to press RETURN after each.

POKE 961,32
POKE 962,128
POKE 963,208
POKE 53376,169
POKE 53377,2
POKE 53378,141
POKE 53379,226
POKE 53380,111
POKE 53381,169
POKE 53382,138
POKE 53383,141
POKE 53384,225
POKE 53385,111
POKE 53386,96

Now just enter SYS 849 to load the game and walk unharmed through those baddies to your heart's content.

STAR PAWS

Roadrunner action with hilarious results — that's *Star Paws* for you. Here's an Acme type-in listing for anyone lightweight enough to need it.

```
3 FOR I=10497 TO 10526 : READ A : POKE I,A : C=C+A : NEXT I
4 FOR I=512 TO 519 : READ A : POKE I,A : C=C+A : NEXT I : IF C=3988 THEN SYS 10505
5 PRINT "DATA ERROR"
6 DATA 169, 2, 141, 5, 84, 76, 1, 82, 198, 157, 169, 0, 162, 1, 168, 32, 186, 255, 32, 189, 255, 32
7 DATA 213, 255, 78, 215, 8, 76, 32, 8, 169, 96, 141, 186, 23, 76, 0, 16
```



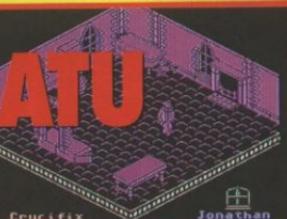
WIZBALL

How can you describe that which defies description? Just play it — after all, that's why it's there. No matter what the game however, it's always a chore playing through already-completed levels to get back to where you were after dying. Well, although there's no clue to this in the game, you can restart your game of *Wizball* on the highest level completed at the current setting by just typing the level number on the title screen.

NOSFERATU

By now you'll no doubt be stuck somewhere in last month's scary covergame. To get you on the way here's a few hintettes to make progress a trifle less awkward.

Check the fireplaces around your starting location until you find the bats — these offer protection against the spiders that scuttle around the floor. The sword, found hanging on the wall in the dining room, can be used to kill the bats, probably the most annoying nasties you come across — fire or space makes them eating steel. Also, being in possession of the sword makes you invulnerable to attack from dogs.



Foods up your energy meter, you'll find quite a lot hidden in fireplaces in the cellar. The deeds to the house can be found in the cellar opposite the crypt door. To get to the cellar it's best to go in through the library and leave via the kitchen. When you've found the deeds, use the key on the front door to escape.

There — that should make things a bit clearer.



GAUNTLET

If you own a reset cartridge and a copy of this classic messerama read on — if not you'll achieve all that much. Reset when asked to rewind side two and enter the following pokes.

POKE 41021,189
POKE 44373,185
POKE 44381,185
POKE 47658,189
POKE 47566,189
POKE 48514,189
POKE 48524,189
POKE 50357,189
POKE 50367,189
POKE 50814,189
POKE 50824,189

These'll give you unlimited health. Or you could try POKE 4862196 which stops the baddies attacking you, or even POKE 49009,96 to stop them killing you. SYS 32768 starts the game and suddenly a hundred and something levels look somewhat easier going.

Badgers — no more space, hodey-hoo! I'm off to the kingdom under the desks now, where my new second in command — the evil Gronk — and I sit planning our conquest of COMMODORE FORCE and the destruction of Moominkind. Back in the real world I'm afraid an inexplicable fear of fruit may necessitate alterations to the battle plan. Moominprince is this very moment constructing a garland of fractal magnificence to ward me off — oranges, prunes, Aargh... no James, not the pomegranate seeds. I'm outta here — but I'll be back for my tips. You can reach me at:



**The Tipster,
The kingdom under the desks,
COMMODORE FORCE,
Impact Magazines,
Ludlow,
Shropshire SY8 1JW.**

1993

READERS' AWARDS

Beefier than BAFTA, bigger than BPI and more ogglesome than the Oscars, not to mention Johnathan King-free — it's the COMMODORE FORCE Readers' Awards! If you think you know what's what, when and why in the glamourous world of the C64, here's your chance to have a say. This garlour occasion will take place in the glitzy pages of a future issue — just enter your votes in each of the following categories and return this form (or a photocopy) to COMMODORE FORCE Readers' Awards, Impact Magazines, Ludlow, Shropshire SY8 1JW. Every release of 1993 is eligible for votes — be that a re-release, covertape game... you name it, as long as it saw the light of day this year, it'll be counted. Also, to add a little interest, we've a few mystery prizes floating around the office for ten entries drawn out of a hat... so get scribbling and sending, folks.

Name.....
Address.....
.....
.....

Ace Arcade Adventure

Not to be confused with platformers — adventures should include a choice of routes as well as puzzles to solve.



Most Brazen Beat-'Em-Up.

SFII could be in with a chance, due more to lack of competition than personal merit. But do any other brawling games cut the mustard?



Prodigious Platformer.

Rodland was pretty nifty but don't forget Mayhem — it's a bit special, then there's Trolls...



Sublime Sport.

With the excellent Liverpool, Emlyn Hughes and World Class Rugby appearing, this could be a tight category.



Radical Racer.

Zeppelin's Truck Racing was a blast, but check Outrun Europa's superfast 3D, or maybe the manic Turbo Charge.



Most Marvelous Movie Tie-In.

Alien 3, Darkman, T2, not to mention Reel Action's Blues Brothers — I know which one gets our goat... ahem, vote.



Best Graphics.

- Forget playability, what does it look like? Perky parallax, crazy colours. Eyeballs a-popping's what it's all about.

Salubrious Simulation

- Which sim has kept you beavering away 'till the early hours? *Gunship's* got to be a hot contender, with the more recent *Project Stealth Fighter* providing more than a little competition.



Dungball Of The Year

- It's fun time. If you've blown your quids on a real stinker, tell the world.



Supreme Software House.

- Who's given us the most pleasure over the past twelve months. Zeppelin and The Hit Squad have been pretty busy but Ocean have to be in with a shout after signing off with their outstanding *Sleepwalker* conversion.

Perplexing Puzzler.

- What's caused you the most hair-loss? E-Motion, or just maybe Lemmings. In fact anything which puts brain-bending ahead of fire-breathing dexterity.



Stormin' Strategy.

- Games requiring a bit of tactical thought; for example, *Rampart*. Check out past cassettes for one or two beauts.



Top Arcade

- Basically a category for anything which doesn't fit elsewhere, eg *Seymour* — *Robotcop*.



Best Music

- Anything attributed to the great Jeroen Tel is guaranteed a fair hearing — let your ears do the talking.

Saucy Shoot-'Em-Up.

- SWIV, *Smash TV*, in fact any gun-toting massacre you care to mention. Everyone's fave genre.



Best Game Overall.

- This is the big one. Which release finds itself head and shoulders above the rest. Last month saw three late contenders emerge but they're up against some pretty stiff competition from those cover-mounted corkers.

Right, get 'em in — mine's a pint of Becks... oops, sorry! I mean send off yer votes and, well, that's it really. Go hire a tuxedo and we'll see you at the ceremony.

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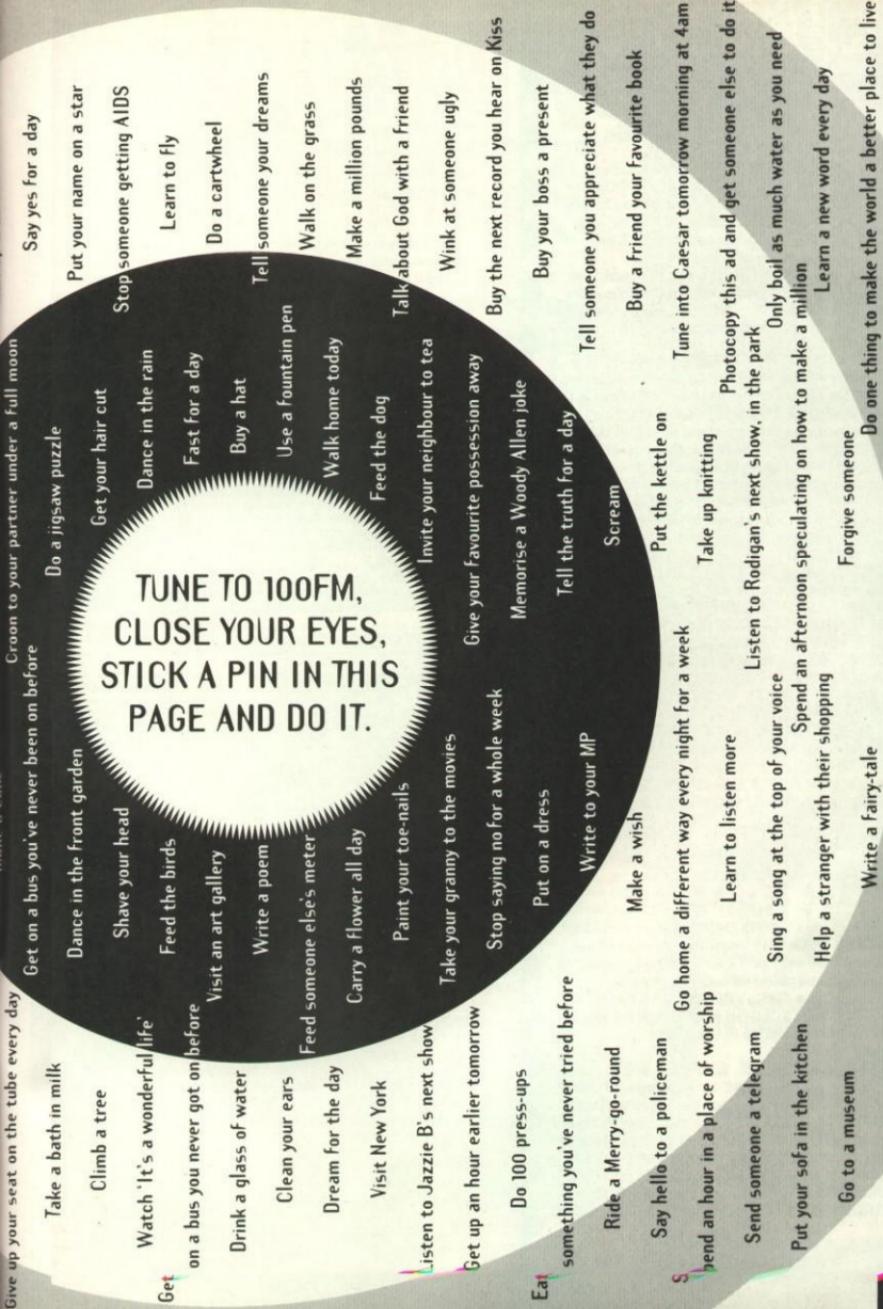


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Go for a run around the block Ring 071 700 3100 and tell London something it needs to know Have a day without TV Buy a book on Jeff Koons
Tune your radio to Kiss and pull the knob off Play football in the street Read a page from a book by Charles Dickens Stare at the clouds for a full ten minutes
Believe in yourself Make a statement Give £100 to a down and out Hug Marvin Gaye's 'What's going on'
Eat a pineapple Put your change into a bottle for a year and give it to charity Make a statement Tell someone a secret
Write the alphabet backwards Order an empty skip and leave it outside your house for a week Visit Great Ormond Street Hospital Begin something you've always wanted to begin
Meet an old friend you haven't seen for years Learn something new every day Go to the market and spend 10p Go on holiday and don't take any luggage
Make a record Throw away your watch Help someone today Think purple
Dance the dance electric Laugh Wear a wig Wallpaper the inside of your car
Plant a tree Take a picture of your back Make everyone at work a cup of tea Take a friend to the zoo
Phone someone you love Take a walk in the park Go on holiday and don't take any luggage



SEX

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BASH YER BRAINS

ADVENTURES!

Greetings once more, and welcome to my column. I got the arty bug this month so I've been out doing some wood carving. What I mean is I've been going out into the woods and carving up whatever I find — goblins, adventurers, squirrels, anything really. Anyway, I've not got much space this month so let's cut the waffle!



is stuck with *Enigma*. He is having a devil of a job trying to lower the bridge, repairing the boat and opening the portcullis. Problem is that everything has to be done backwards. Richard. You can lower the bridge but only from the other side. You turn the handle from the well to lower it. Same thing goes for the Portcullis. The boat can be repaired if you find the tin behind the waterfall and fill it with tar from the roots of the tree. Actually the river can be crossed if you POLE VAULT across!

Des Hooper of *Salisbury* writes that he is on the point of chucking Nythyl out of the window as it is driving him batty. The problem seems to be aeronautical. He boards the plane,

DARK TOWER

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As we've come to expect from adventures produced by Jack Lockerby, this one is well written, thoughtfully programmed and vastly entertaining. Puzzles can range from fairly easy to the downright devious but you are provided with a couple of magical items that should prove most handy along the way. One of them in particular might take a bit of figuring out before you know how it can be used — but that's all part of adventuring isn't it?

Just remember these items have to be found within the starting locations of first.

When you enter the adventure proper you might be forgiven for thinking you've landed in the heart of a maze but this isn't so. It's just that the adventure starts within a forest and things can get a little confusing until you get your map sorted out. You'll also meet a most curious white horse — he could do with a bit of investigation later on, perhaps.

Once you manage to get into the Dark Tower you'll find it's either a mapper's dream or nightmare depending on how much you enjoy mapping.

BASH'S MAILBAG

The first weary and footsore adventurer to write in for help this month is Sean Barrett of Co Cork who's stuck in *Theseus And The Minotaur Pt 2*. He keeps getting killed by the Centurions in King Mino's Palace and doesn't know what to do with Hecale, nor can he find the arrows to kill the Harpies. You should give FOOD to Hecale and the arrows can be found just SE from where you kill the Gorgon.

Richard Searle of Shropshire is stuck with *Enigma*. He is having a devil of a job trying to lower the bridge, repairing the boat and opening the portcullis. Problem is that everything has to be done backwards. Richard. You can lower the bridge but only from the other side. You turn the handle from the well to lower it. Same thing goes for the Portcullis. The boat can be repaired if you find the tin behind the waterfall and fill it with tar from the roots of the tree. Actually the river can be crossed if you POLE VAULT across!

Des Hooper of *Salisbury* writes that he is on the point of chucking Nythyl out of the window as it is driving him batty. The problem seems to be aeronautical. He boards the plane,

Believe me — unless you get each level sorted out on paper you won't make much progress as ascending and descending that spiral staircase to the different floors is highly disorientating.

Examine everything carefully — especially the archway with the runes as there are loads of little hints along the way to help you out. One thing's for sure, you're going to have a terrific time sorting out those Orcs and recovering all the treasure. You might think your troubles are over once you've done all that — not so. Getting back to the Monastery is almost as difficult as getting to the Dark Tower in the first place!

FORCE FACTOR 70%

wears the parachute but can't get off the plane as it keeps crashing every time — the plane that is not his computer! Oh Des! You've been provided with a parachute to give you a clue — what you have to do, as you have a rather unreliable pilot, is TO GET PARACHUTE. WEAR PARACHUTE, SIT, OPEN DOOR, JUMP and PULL CORD. With luck you should end up in the middle of a ploughed field with a nice friendly farmer to chat to.

Shane Storey of Co Carlow is stuck in *Theseus And The Minotaur* and wants to know how to kill the Centaurs. Well, actually you don't need to kill them. You can rescue Ariadne anyway. If you are wearing the Lion Skin you will be protected from their arrows. Shane is also stuck in *Coyra The Warrior Sage* as he cannot rescue the person murmuring under the rubble. What you need is a stout timber to prop up the rafters — you'll find just what you need if you examine the entrance to the Meeting Hut just north of the crumbling hut.

Katherine Garfield of Portsmouth is stuck at the altar in *Black Knight*. She also wants to know how to open the trapdoor in the Great Hall. Well Katherine, you should push carving angel and you will hear a click, then LOOK ON ALTAR to find a recess has opened. If you are holding the Lance you should be able to open the trapdoor. Katherine is also having trouble freezing to death in *Dracula's* coach in *Dracula*. What you need to do is to use the cross the woman gave you after hypnotising you earlier. When you are told that it is getting cold you should, LOOK AROUND, LIFT SEAT, EXAM DOOR, REMOVE CROSS, INSERT CROSS, TURN CROSS, OPEN DOOR, EXAM HOLD and you should find some nice warm blankets to snuggle into.

Well folks, that's all the mail we have room for this issue. Keep writing in and please don't forget to enclose a stamped self addressed envelope if you want a personal reply. See ya next month.

CONTACT POINT

■ RIVER SOFTWARE, 44 Hyde Place, Aylesham, Canterbury, Kent, CT3 3AL. Cheques etc payable to MR J A Lockerby.

That's it for this month. If there's any game you're stuck on don't be bashful — just put quill to parchment and write to **Bash at COMMODORE FORCE, Impact Magazines, Ludlow, Shropshire SY8 1JW enclosing an SAE if you'd like a personal reply. Right, I'm off to kill another carpet — this one's starting to dry out!**

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- Left and right hand switchable
- Switchable turbo-fire
- Extra long cable (6ft)

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HUGE COLLECTION Code: 6307 Price: £30

THE ULTIMATE COLLECTION

With this exclusive offer to Commodore Force Readers, you can get a 'Huge Collection' of 30 assorted cassettes for just £30 or an 'Awesome Collection' of 50 assorted cassettes for £40.

AWESOME COLLECTION Code: 6321 Price: £40

The Trojan C64/128 light pen can be used as a complete replacement for the mouse in many applications.

Particularly useful in drawing and design, the two button pen provides the user with a very direct method of control. Pack also includes Pen Master art program and a basic program to allow users to write their own pen compatible software.

Code 6327

PRICE: £26.95



SPELLING FAIR C64 CASSETTE

We are pleased to announce the release of the Spelling Fair C64 cassette. A unique and colourful package for 7-13 year olds to help master basic spelling techniques. There are over sixty levels of difficulty to suit children of all ages and abilities.

CODE: 6361
PRICE: £10.95



TROJAN PHAZER GUN



TROJAN PHAZER GUN
opens a whole new phase of computer entertainment.

This advanced light phazer presents a challenge of skill and accuracy for C64 users of all ages.

Price: £22.95 Ref no: 6302

ALSO INCLUDES SIX GAMES

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- Gunslinger
- Cosmic Storm
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- Baby Blues
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Power players Joystick



Take your computer gaming skills where they've never been before with this new high tech joystick. Advanced pistol grip design and sensitive micro-switches enable you to master even the most difficult games! Let Mindscape Powerplayers joystick provide you with the ultimate gaming experience.

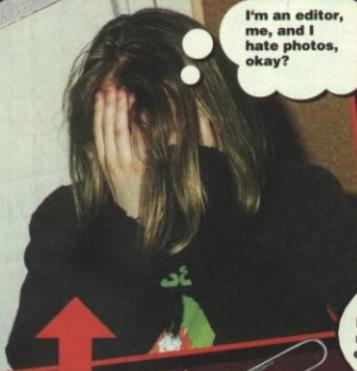
PRICE: £7.95 CODE: 6362

All those who love playing adventure games on their computer will find this book of great interest. Contents include history, development of computer adventures games, tackling first moves, maze and mapping techniques, mazes and how to master them, solving puzzles and choosing adventure games.

Code: 6313 Price: £12.95

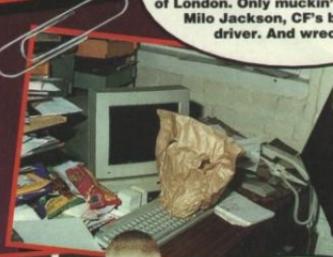
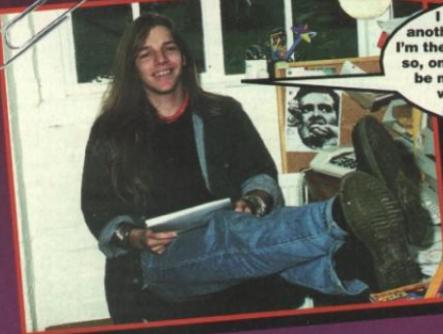
WE'RE HAD A DAY

You've seen drawings of us at COMMODORE FORCE, but never have you had the pleasure of seeing us... well, 'in the flesh' you could say. (?!) So, here's your chance. If you realised the danger certain members of the crew were in attempting to get a shot of James, you'd appreciate this filler — sorry, feature — a whole lot more...



I'm an editor, me, and I hate photos, okay?

• Shh... or he'll hear us. You see, what our editor doesn't know is that we're changing what he originally wrote in order to reveal the truth. That is... he's simply the best editor we've ever had the pleasure of working with! An excellent companion, a talented writer, the lot. And if that's not true, then my name's not James...



• I reckon COMMODORE FORCE is the greatest, and I should know — I'm the queen, no, king, of England. So buy it or I'll get my guards to take you to the Tower of London. Only muckin' — I'm really Milo Jackson, CF's best Mini driver. And wrecker.

• Miles Guttery — staff writer and renown crasher of cars. You see, it's not that he means to do it, but people must insist on doing inconsiderate things — like driving on the same road as him, for example. Just how long his 'thank god, my car's knackered but I'm fine' luck will keep up for is a mystery...

• It's strange... possibly the most unusual trait we've ever encountered. You see, whenever there's a camera about, Lloyd totally vanishes. It's almost as if he didn't exist in the first place. This is the best shot of him we've got — or, more specifically, his bag...



• C'mon — I mean, we've got to have another photo of me, haven't we? I'm the best looking out of the team, so, one day soon, the flatpans will be mine! That James character will be banished from the pages forever! Oh yes...

• This is Andy. He's our new Editorial Assistant. He can do some amazing disappeared tricks, you know. Ask him to take some screenshots or source a few pictures and whoosh! he's gone. We'd describe him as a pickled egg short of a picnic, but realistically speaking, he couldn't get the hamper out of the car.



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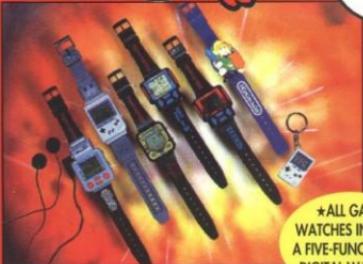
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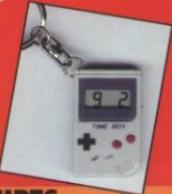


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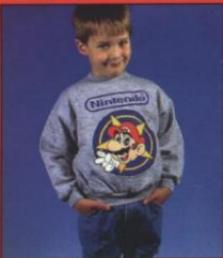
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